



The 2025 Computer Graphics and Visual Computing Conference will be held in Liverpool, Merseyside, UK, a former European Capital of Culture, a long heritage in the video game sector and a capital for music innovation. The CGVC conference will be the 43rd annual edition, hosted by Liverpool John Moores University. The aim of the conference is to foster an exchange with researchers and practitioners on the exploration of innovation within computer vision. The goal is to open networks throughout the UK and Europe to contribute ongoing research towards the rapidly growing sector of computer vision.

This conference will showcase speakers, poster presentations and workshops, all drawing on cutting edge topics and applied research innovations. It brings together opportunities for discussion and the nurturing of research interests.

We welcome contributions in the form of full papers (**up to 8 pages**), short papers (**up to 4 pages**) and posters (**up to 2 pages**). All the papers will be published in the Digital Library of the Eurographics Association.

Topics of Interest for this year include:

- ▶ Computer Graphics and Visualisation in Games
- ▶ Virtual and Augmented Reality
- ▶ AI for Graphics and Visualisation

Other welcomed topics include (but not limited to):

- ▶ Computer Vision for Graphics
- ▶ Visual Analytics
- ▶ Visual Data Science
- ▶ Computer Animation
- ▶ Computer-based Arts and Entertainment
- ▶ Image Processing
- ▶ Acquisition and Reconstruction Techniques
- ▶ Graphics Architectures and Acceleration Hardware
- ▶ Human Computer Interaction, Robotics, and Haptics
- ▶ Medical Imaging
- ▶ Multimedia Visualisation

Key Dates:

- ▶ Submission Deadline: **2 June 25**
- ▶ Decisions Available: **28 July 25**
- ▶ Camera Ready: **15 August 25**
- ▶ Registration Deadline: **29 August 25**
- ▶ Conference Day: **11-12 September 25**

- ▶ Computer Games
- ▶ Rendering Techniques
- ▶ Scientific Visualisation and Big Data
- ▶ Information Visualisation and Visual Analytics
- ▶ Geospatial Visualisation
- ▶ Collaborative Environments
- ▶ Mobile Apps and Interactive Devices
- ▶ Modelling Methods
- ▶ Metaverse
- ▶ 3D Printing

Conference Chair: Prof Abdennour El Rhalibi

Financial & Publication Chair: Dr Ryan Ward

Programme Chairs: Dr Yun Sheng, Dr. Aidan Slingsby

Web Master: Richard Warren

Local Organisation Chair: Dr Sud Sudirman

Organisation Committee: Anna Roberts

