



**36th Eurographics Symposium on Rendering**

# **EGSR 2025**

## **CALL FOR PAPERS**

**25th-27th June, Copenhagen, Denmark**



All accepted research papers will be presented at EGSR 2025, either as conference paper, or as journal paper published in Computer Graphics Forum (CGF).

### **Topics of interest:**

- Physically based rendering and global illumination
- Monte Carlo sampling, reconstruction, and integration
- Real-time rendering
- Rendering software/hardware systems
- Inverse and differentiable rendering
- Image processing for rendering and compositing
- Machine learning for rendering
- NeRF or 3D Gaussian splat representations for rendering
- ...

### **Important dates: (All times are midnight 23:59 UTC)**

#### **Research Track:**

Abstract deadline: April 1st

Papers deadline: April 7th

Reviews released to authors: May 7th

Rebuttals due: May 13th

Author notification: May 23rd

Final papers due: June 5th

Final notification (CGF): June 9th

#### **Industry Track:**

Papers deadline: May 21st

Author notification: June 4th

Final papers due: June 18th

**For more: <https://conferences.eg.org/egsr2025/call-for-submissions/>**