

Pacific Graphics 2017
The 25th Pacific Conference on Computer Graphics and Applications
Short Papers Proceedings

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October 16 – 19, 2017

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Preface

The 25th Pacific Conference on Computer Graphics and Applications (Pacific Graphics 2017) was held in Taipei, Taiwan, on October 16-19, 2017. Pacific Graphics is one of flagship conferences of Asia Graphics Association. As a highly successful conference series, Pacific Graphics provides a premium forum for researchers, developers, and practitioners in the Pacific Rim and around the world to present and discuss new problems, solutions, and technologies in computer graphics and related areas.

There were 98 papers submitted, which were reviewed by a program committee of 102 international experts, as well as 195 external reviewers. Of these submissions, 22 papers were selected for full oral presentation at the conference, as well as for inclusion in this issue of Computer Graphics Forum. Each paper received at least 4 reviews by members of the program committee and external experts. Each of the accepted papers underwent a second review cycle to ensure that the necessary revisions indicated in the reviews were carried out.

In addition to the paper presentations, the conference also featured three invited talks by Hirokazu Kato, Johannes Kopf, and Miguel A. Otaduy. There was also a short paper session, where seven short papers were presented. The short papers are published electronically through the EG Digital Library. The topics of the papers in this volume are diverse, including fabrication and design, analyzing geometries, coloring rendering and sampling, video and visualization, interaction and creation, reconstruction and generation based on RGBD Images, representing and editing Images, and simulation and animation. Some of the papers were submitted with supplementary materials that EUROGRAPHICS members can access through the EG Digital Library.

We would like to thank the authors and participants at the conference, the program committee members, and the external reviewers, all of whom made their best effort to ensure the high quality of the Pacific Graphics 2017 technical program. We also wish to thank The Ministry of Science and Technology of Taiwan, Digital Domain Holdings Limited, Rayark Inc., NTU IoX Center, CyberLink Corp., Industrial Technology Research Institute, and International Games System Co. Ltd, for their financial support. Finally, we would like to thank Stefanie Behnke, whose administrative help and technical support was invaluable.

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