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Preface

The 26th International Conference on Computer Graphics and Applications (Pacific Graphics 2018) was held at the City University of Hong Kong on October 8-11, 2018. Pacific Graphics is an annual international conference on computer graphics and applications. It is one of flagship conferences of Asia Graphics Association. As a highly successful conference series, Pacific Graphics provides a premium forum for researchers, developers, 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 195 submissions, which were reviewed by a Program Committee of 130 International experts, as well as 260 external reviewers. Each submission underwent a rigorous review process. The Program Co-Chairs assigned each paper to a primary reviewer and at least two secondary reviewers selected from the Program Committee. The secondary reviewers and external reviewers wrote full reviews. The primary did not necessarily write a full review but was responsible for inviting external reviewers so that each paper received at least 4 reviews. The decision of the first review cycle was made after the authors' rebuttal and extensive discussions among the reviewers. Each of the accepted full papers underwent a second review cycle to ensure that the necessary revisions indicated in the reviews were carried out.

Out of 195 submissions, 42 papers (acceptance rate: 21.5%) were selected for the full oral presentation at the conference, as well as for the inclusion in the special issue of Computer Graphics Forum. Additionally, 22 short papers and 5 poster communications appeared in the conference program and proceedings, and were published electronically through the EG Digital Library. All the accepted full and short papers, together with 14 TVCG and 2 CGF journal papers, were presented in a two-track format, while the posters were discussed in a dedicated session at the conference.

In addition to the paper presentations, the conference also featured three keynote speeches by Kavita Bala, Christian Theobalt, and Xin Tong. In the first day of the conference, there was a one-day workshop featuring the computer graphics research in Hong Kong. Eight workshop speakers were invited, including: Tian Fang, Chi-Wing Fu, Manfred Lau, Rynson Lau, Jing Liao, Charlie Wang, Tien-Tsin Wong, and Sai-Kit Yeung.

This event would not be possible without the enthusiasm and the committed efforts of many dedicated people. We are extremely grateful for the hard, voluntary work of the 130 members of our program committee and 260 external reviewers, who sacrificed work hours, holiday and other family commitments to deliver quality assessments in time. Our deepest gratitude goes to the Organization Chair David Junhui Hou, the General Co-chairs Hujun Bao, Horace H. S. Ip, Hans-Peter Seidel, and Alla Sheffer, and the PG steering committee members particularly Wenping Wang and Shi-Min Hu for their help, suggestions and support with numerous aspects during the organization of this event. We gratefully acknowledge the City University of Hong Kong for providing the conference venue and various services, Facebook for its financial support, and Tsinghua University Press for the USB proceedings. Finally, our special thanks go to Stefanie Behnke for her amazingly responsive management of the submission and review system, Michael Wimmer for providing the paper sorting script, Steve Lin and Robin Chen for sharing their past experience in successfully organizing Pacific Graphics 2017, and the student helpers for their great inputs to the conference. Finally, we would like to thank the authors for their interest in and support of this venue and congratulate them for the high quality of the papers compiled into the proceedings.

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