

CVM2027

The 15th International Conference on Computational Visual Media

Singapore, April 9-11, 2027

CALL FOR PAPERS

Important Dates

Abstract submission:

October 9, 2026

Full papers submission:

October 12, 2026

Acceptance notification:

December 15, 2026

Conference days:

April 9 - 11, 2027

All deadlines are at 23:59 GMT

Organizing Committee

Conference Co-Chairs

Jianmin Zheng (Nanyang Technological University, Singapore)

Kai Hormann (University of Lugano, Switzerland)

Program Co-Chairs

Ying He (Nanyang Technological University, Singapore)

Qixing Huang (The University of Texas at Austin, USA)

Publication Chair

Shi-Min Hu (Tsinghua University, China)

Organization Co-Chairs

Yiyu Cai (Nanyang Technological University, Singapore)

Qunce Xu (Tsinghua University, China)

The Computational Visual Media Conference (CVM) series is intended to provide a major international forum for exchanging novel research ideas and significant practical results both underpinning and applying Visual Media.

With the rapid advancement of technology, massive amounts of visual data are now available on the Internet, offering tremendous opportunities for novel visual information processing and opening up a wide range of commercial applications. Nevertheless, effectively and efficiently managing, analyzing, understanding, and processing such data remains a formidable challenge. The 15th Computational Visual Media Conference (CVM 2027) will serve as a premier forum for researchers and practitioners to exchange cutting-edge research ideas and share practical achievements across the diverse fields and applications of visual media. CVM 2027 will be held in Singapore, at Nanyang Technological University, on April 9–11, 2027.

Topics of interest include, but are not limited to:

- Animation and physical simulation
- Cognition of visual media
- Content security of visual media
- Datasets and benchmarking of visual media
- Editing and composition of visual media
- Enhancement and re-rendering of visual media
- Geometric computing for image and video
- Geometry modeling and processing
- Generative models
- Low-level analysis, motion, and tracking of visual media
- Artificial Intelligence Generated Content (AIGC)
- Image and video retrieval
- Interactive editing of visual media
- Machine learning for visual media
- Recognition and understanding of visual media
- Representation learning for computer vision
- Rendering
- Social networks and social media
- Scene analysis and understanding
- Visualization and visual analytics
- Vision and other modalities
- Embodied Intelligence and Robot Vision
- Multimodal Learning and Visual Large Language Models (vLLMs)

Paper Submission

Submission website: <http://iccvvm.org/2027/submission.htm>

Full papers in English containing original and unpublished results are solicited. The length of a paper should not exceed 14 pages (including references), except for review articles. The paper should be submitted in pdf format (the size is recommended to not exceed 50 MB), and each submission are allowed to upload a supplementary file within 50M.

Proceedings and Special Journal Issues

The program committee will thoroughly review all submitted papers, selecting those of exceptional quality to be accepted as either full papers or poster papers. Accepted full papers will undergo a revision round before being published in prestigious journals, including IEEE Transactions on Visualization and Computer Graphics, Journal of Computer Science and Technology (Springer), and Computational Visual Media (IEEE Xplore). Accepted poster papers will be published at the conference proceeding by Springer.



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