

Foreword to the special section on Pacific Graphics 2020

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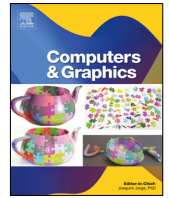
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Editorial

Foreword to the special section on Pacific Graphics 2020



The Pacific Conference on Computer Graphics and Applications, Pacific Graphics, is an annual flagship conference of the Asia Graphics Association. It is 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. In 2020, Pacific Graphics was held in an online format, hosted in Wellington, New Zealand.

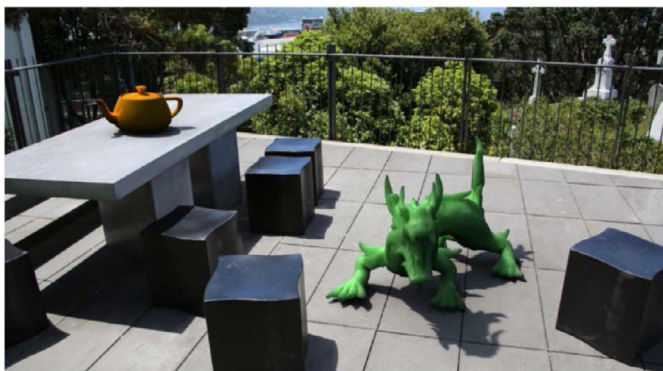
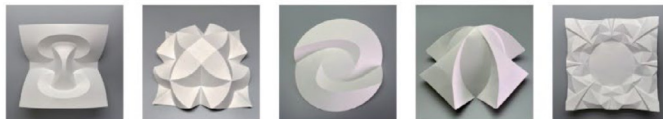
Not all conference presentations are connected to a full-paper publication, this special section of Computers and Graphics combines some of the finest contributions of the event, which were only now extended to full journal papers. The selection presented in this issue underwent a careful and competitive process. The first round consisted of a reviewing process by the program-committee members and external reviewers, who accepted seven short papers to be presented at the Pacific Graphics 2020 conference. A committee of domain experts was then tasked with the selection of a subset of these papers, deemed to have high potential to result in a strong full-paper contribution.

The authors of four papers were invited to provide a significantly extended and revised version of their work. These extended submissions then underwent a two-stage reviewing process, as for regular Computers & Graphics full papers to ensure the high quality set by the journal. Ultimately, three of these extended papers were accepted and published in this special issue, hence, truly representing Pacific Graphics Gems, spanning several different research domains. The topics cover the navigation in radiance-map databases [1], near-optimal pathfinding [2], and the simulation of curved folds [3], reflecting the broad variety of research directions at the Pacific Graphics Conference.

We would like to thank all individuals who have contributed to this special issue for their hard work, including all authors of the submitted papers, the members of the PG2020 Program Committees, the members of the special-issue committee, and all of the external reviewers. We also thank Prof. Joaquim Jorge for his help during the publishing process. We hope that you, the reader, will enjoy the content of this special issue!

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His interests include real-time and perceptual rendering, visualization, alternative representations, and GPU acceleration techniques. He co-authored the book “Real-time shadows” and participated in various committees and editorial boards. He co-organized EGSR

2010, 2012, 2023, HPG 2012, and was paper chair of HPG 2015, EGSR 2016, GI 2017, PG20/21, and general chair of Eurographics 2018 in Delft. His work received several distinction awards and he was honored with the Eurographics Young Researcher Award 2011 and the Netherlands Prize for ICT Research 2019.



Fang-Lue Zhang is currently a lecturer at Victoria University of Wellington, New Zealand. He received his Bachelors degree from Zhejiang University, Hangzhou, China, in 2009, and the Doctoral degree from Tsinghua University, Beijing, China, in 2015. His research interests include image and video editing, computer vision, and computer graphics. He is a member of IEEE and ACM. He received the Victoria Early Career Research Excellence Award in 2019.

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