

CVM2026

The 14th International Conference on
Computational Visual Media
Seoul, South Korea, April 10-12, 2026

CALL FOR PAPERS

Important Dates

Abstract submission:

October 10, 2025

Full papers submission:

October 13, 2025

Acceptance notification:

December 15, 2025

Conference days:

April 10 - 12, 2026

All deadlines are at 23:59 GMT

Organizing Committee

Conference Co-Chairs

Soo-Mi Choi (Sejong University, South Korea)

Carol O'Sullivan (Trinity College Dublin, Ireland)

Program Co-Chairs

Oh-Young Song (Sejong University, South Korea)

Richard Zhang (Simon Fraser University, Canada)

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Jae-In Hwang (Korea Institute of Science and Technology, South Korea)

Yun Jang (Sejong University, South Korea)



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 swift progress of technology, vast amounts of visual data are now accessible on the Internet, which not only presents substantial opportunities for innovative processing of visual information but also paves the way for a variety of commercial applications. However, effectively and efficiently managing, analyzing, comprehending, and processing this data remains a significant challenge. The 14th Computational Visual Media Conference (CVM 2026) will provide a forum for researchers and practitioners to exchange cutting-edge research ideas and showcase practical achievements in the diverse domains and applications of visual media. CVM 2026 will be held in Seoul, South Korea, on April 10-12, 2026

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://iccv.org/2026/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.