4th RichMediaGAI *ACM Multimedia 2026*

ACM Multimedia 2026
Rio de Janeiro, Brazil

4th International Workshop on Rich Media with Generative AI

Workshop Homepage: https://richmediagai.github.io

Paper Submission Site: https://openreview.net/group?id=acmmm.org/ACMMM/2026/Workshop/RichMediaGAI

Accepted papers will be published in proceedings by Sheridan Publishing on behalf of ACM

Call For Papers

The **RichMediaGAI2026** workshop focuses on the intersection of generative AI and rich media systems, aiming to bridge content creation, representation, compression, and delivery within unified end-to-end pipelines. The scope spans visual, multimodal, and 3D/4D media, addressing both algorithmic advances in generative modeling and system-level challenges related to scalability, efficiency, and real-world deployment.

A key emphasis of **RichMediaGAI2026** is free-view video (FVV) as a representative and demanding use case for generative media systems. FVV highlights the need to jointly consider scene representation, temporal consistency, compression, interactive delivery, going beyond reconstruction quality alone. To support reproducible evaluation, the workshop is accompanied by the **RichMediaGAI Challenge 2026**, built on the **M3VIR-2** benchmark, which provides a common testbed for assessing generative synthesis and delivery efficiency under realistic constraints. While FVV serves as a central theme, the workshop is not limited to FVV and broadly covers generative techniques for images, videos, and immersive media applications. The **RichMediaGAI2026** workshop aims to foster systematic comparison, community engagement, and progress toward deployable generative media systems.

Important Dates

- Regular paper submission deadline: July 26, 2025
- Challenge paper submission deadline: August 9, 2025
- Challenge result submission deadline: August 9, 2025
- Notification of acceptance: August 12, 2025
- Camera-ready submission deadline: August 20, 2026

Interested Topics

Generative FVV
- 3D/4D scene synthesis
- 3D/4D Gaussian Splatting

Compression and Streaming
- Compression and streaming of neural/Gaussian scene
- Spatiotemporal-consistent video generation

Real-Time Interaction
- Real-time neural rendering
- Interactive free-view navigation

Benchmark
- Dataset and benchmark for FVV generation/delivery

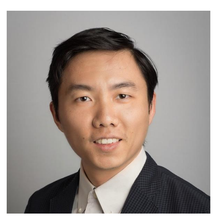
Evaluation
- Metric for view consistency, temporal stability
- Bitrate/latency, QoE

Applications
- AR/VR
- Robotics/Embodied AI
- Digital twins

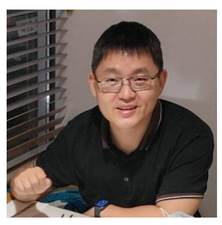
Call for Challenge Participants

The workshop features a challenge focused on generative FVV synthesis and efficient neural scene delivery. It is built on the **M3VIR-2** benchmark, which provides scenes containing static environments and dynamic objects rendered from synchronized egocentric cameras, along with ground-truth depth, semantic and instance segmentation, and static–dynamic masks. The challenge tracks include topics related to 3D/4D Gaussian Splatting and compression. Top-performing participants will be invited to submit papers.

Invited Speakers

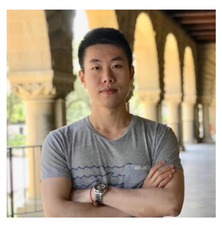


Junsong Yuan
Professor
University at Buffalo SUNY



Jinwei Gu
Senior Manager & Principal Research Scientist
Adjunct Professor
Nvidia, CUHK

Rogerio Feris
Senior Research Manager & Principal Scientist
MIT-IBM Watson AI Lab



Mike Zheng Shou
Assistant Professor
National University of Singapore

Organizers

Wei Jiang
Senior Principal Researcher
Futurewei Technologies

Dong Xu
Professor
University of Hong Kong

Zhenghao Chen
Assistant Professor
University of NewCastle

FUTUREWEI Technologies

THE UNIVERSITY OF NEWCASTLE AUSTRALIA

香 港 大 學
THE UNIVERSITY OF HONG KONG