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## **Tutorial Notes**

### **Volume 2**

**Content: T3, T4, T7, T8, T11, T12**

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## Preface

Over the years, tutorials have built a strong reputation of being an important part of the Eurographics conference. In these tutorials, conceptual and implementation aspects of recent techniques are analyzed in depth by leading experts in the field.

This year the tutorial program is composed of 12 half-day tutorials, which span a wide range of topics including: shape modeling, physically-based modeling and simulation, haptic interfaces, virtual crowds, 3D video, reflectance acquisition, computational photography, rendering, high-performance parallel computing, and visual data mining. While the selected topics are very broad, several tutorials are provided in the context of virtual human modeling. Another group of tutorials present new trends in imaging and rendering. Thus, we informally split the tutorial program into three tracks: Virtual Humanoid, Imaging and Rendering, and Miscellaneous.

We are grateful to everyone who has submitted a tutorial proposal to EG'07. We also would like to thank all reviewers for their valuable comments and expertise, which greatly helped in the tutorial selection process. We want to express our gratitude to the members of the technical team Stefanie Behnke and René Berndt for their continuous support with the on-line submission system. Finally, we are indebted to Jiří Žára, EG'07 co-chair, for his continuous support and advice.

Karol Myszkowski and Vlastimil Havran

August 2007

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