Eurographics 2006

September 4–8, 2006

Vienna, Austria

Tutorial Notes

Preface

This year, we have received more than 20 tutorial proposals, all very much in the areas of interest of Eurographics. This shows that Eurographics attracts a lot of interest from the researchers community.

As usual, it was not possible to accept them all and priorities have been set up in terms of general interest, popular topics, scientific quality of the submitted proposal and quality of the team. Finally, thank to international external expertise, it was possible to select 13 tutorials, among them, three tutorials of one day duration.

The topics selected are very broad and deal with popular topics as volume graphics, real-time interactive massive model visualization, and many other themes as inverse rendering, mobile 3D applications with open GL and M3G, inhabited simulated worlds, collision handling, etc. Participants of Eurographics 2006 will benefit of a great variety of tutorials topics and have the choice during two days to complete knowledge in one of these areas described.

We are grateful to everyone who has submitted a tutorial to Eurographics and also to all our reviewers for their useful comments and evaluation.

Nadia Magnenat-Thalmann and Katja Bühler
Tutorials Chairs, Eurographics 2006

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Christian Rössl (INRIA Sophia Antipolis)
Stephan Bischoff, Leif Kobbelt (RWTH Aachen)

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David Kasik (The Boeing Company)
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Abe Stephens (University of Utah)
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Markus Wacker (HtW Dresden)
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