Tutorial Notes

Tutorials Chairs
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Preface

The Eurographics 2008 Tutorials Program sought to attract a variety of topics in computer graphics and related areas that would interest a diverse and multidisciplinary audience, keeping also in line with this year’s conference theme. Therefore, apart from imaging and rendering techniques, the Call for Tutorial proposals encouraged the submission of proposals on 3D user interfaces, interaction methods and methodologies, modelling and simulation, Virtual Reality, Mixed Reality, Augmented Reality, high performance graphics and graphics over high speed networks and others. As a result, more than two dozens of high quality proposals were received but unfortunately not all could be accepted due to time and space restrictions. Nevertheless, with the help of a team of excellent reviewers, we have put together what we believe to be a rich program consisting of 3 full-day and 6 half-day tutorials, spanning on two days and covering a wide range of topics: from mobile 3D graphics, perceptually-motivated graphics, X3D graphics, light-field photography, material appearance models and polygon-based geometric modeling to interactive tools for scientific and medical illustration, image-based methods for digital preservation of cultural heritage, and tips for the design of multi-projector VR systems.

Composing a high quality program is not possible without the contribution of many individuals to whom we wish to extend our gratitude: firstly to all who submitted a tutorial proposal thus contributing to our challenge of selecting amongst very high quality material; to our international experts for their professionalism and enthusiasm; to Stefanie Behnke and George Georgiadis for their support on the print and web publication processes respectively; to EG’08 General Chairs Nigel John and Panos Trahanias for their continuous feedback and involvement; and to EG’08 Programme Chairs Roberto Scopigno and George Drettakis for their support and advice.

We hope that the 29th annual conference of the European Association for Computer Graphics’ Tutorials program will be a useful event to the computer graphics community at large, bringing together experts that are providing in-depth knowledge, sharing their experience, and contributing to the cross-fertilization of multiple related domains.

Maria Roussou and Jason Leigh
Tutorial Chairs, Eurographics 2008
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