

XXIV Spanish Computer Graphics Conference

Zaragoza, Spain

July 2 – 4, 2014

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Preface

This volume contains the proceedings of the XXIV Spanish Computer Graphics Conference, held in Zaragoza, on July 2-4, 2014.

The goal of this conference is to bring together the researchers in Computer Graphics of the different groups in Spain. Throughout the conference, the authors will be able to discuss and present recent research results as well as work in progress in the different areas that are subject of research. These go from physically-based rendering to medical visualization, from shading to interaction, and a lot of other topics such as virtual reality or education in Computer Graphics are also covered.

One of the main objectives of the conference is to foster interactions between the different groups to engage new collaborations and lines of research.

This year's program will have 15 oral presentations with new research and work in progress. The sessions will cover the following topics:

- Modeling and Estimation
- Physics and Physics-Based Methods
- Rendering and shading
- Imaging
- Voxels and volumetric rendering
- Interaction and VR

CEIG 2014 is also pleased to announce that the attendants will be able to listen to two renowned international researchers: Prof. Henrik Wann Jensen from the University of California in San Diego and Prof. Timo Ropinski from Linköping University in Sweden. Prof. Wann Jensen's research focuses on realistic image synthesis, with a particular interest in appearance modeling, global illumination, and rendering natural phenomena. Prof. Ropinski's interests are in the areas of interactive visual problem solving, perceptual aspects of visualization, and the possibilities provided by modern computing systems.

The conference will also be preceded by a half-day tutorial on skin appearance and rendering, and will held some other activities to facilitate the collaboration and social interaction between the Computer Graphics research community and the industry.

At the conference, the best papers will be selected and invited to submit an extended version to the Computer Graphics Forum journal, based on both the reviews and the presentations. All these papers will be reviewed again to ensure that they contain a sufficiently large amount of new material not covered in the CEIG version.

We would like to thank everybody involved in organizing this conference, the authors of all submissions and the International Program Committee members and the external reviewers. It

has been an honor to serve as General Chair and Program Chairs of CEIG 2014, and we hope we have met the high standards that the conference demands.

CEIG 2104 General Chair

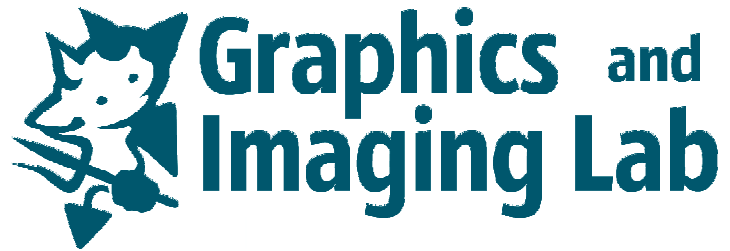
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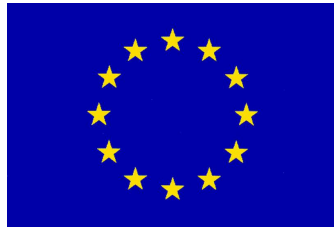
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Keynote



Dr. Henrik Wann Jensen

Short Biography

Henrik Wann Jensen is a professor at the University of California at San Diego, where he is working in the computer graphics lab. His research is focused on realistic image synthesis, global illumination, rendering of natural phenomena, and appearance modeling. His contributions to computer graphics include the photon mapping algorithm for global illumination, and the first technique for efficiently simulating subsurface scattering in translucent materials. He is the author of “Realistic Image Synthesis using Photon Mapping,” AK Peters 2001. He has rendered images that have appeared on the frontcovers of the National Geographic Magazine and the SIGGRAPH proceedings. He previously worked at Stanford University, Massachusetts Institute of Technology (MIT), Weta, Pixar, and at Mental Images. He received his M.Sc. and Ph.D. in Computer Science from the Technical University of Denmark. He is the recipient of an Academy Award (Technical Achievement Award) from the Academy of Motion Picture Arts and Sciences for pioneering research in rendering translucent materials. He also received a Sloan Fellowship, and was selected as one of the top 10 scientists by Popular Science magazine.

Keynote



Dr. Timo Ropinski

Short Biography

Timo Ropinski is a professor in interactive visualization at Linköping University, Sweden. He holds a PhD in computer science from the University of Münster, where he also finished his Habilitation. Today he is coordinating the visualization community within the Swedish e-Science Research Centre (SeRC), which is a cooperation between leading Swedish Universities and the National Super Computing Centers. His research interests lie in the areas of interactive visual problem solving, whereby he focuses on the algorithms behind visualization systems, as well as the combination of perceptual aspects and the possibilities provided by modern computing systems. The results of his scientific work have been published in various international journals and conferences including IEEE TVCG, IEEE Visualization, Eurographics, IEEE VR, and others. Furthermore, he serves regularly on the IPC of various international conferences in the field and has held and organized tutorials at Eurographics, SIGGRAPH and IEEE Visualization.

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