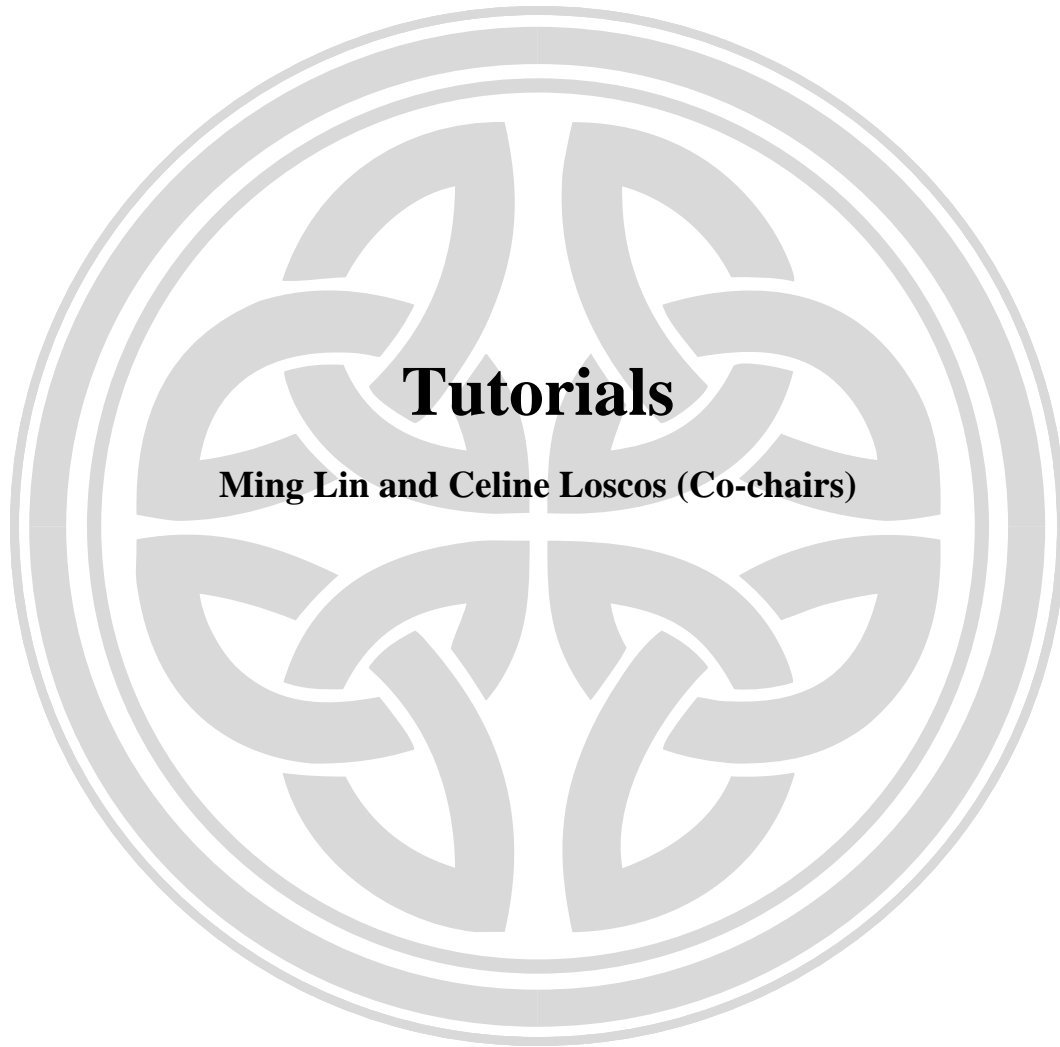


Eurographics 2005



Published by
The Eurographics Association,
and The Image Synthesis Group

The European Association for Computer Graphics
26th Annual Conference

EUROGRAPHICS 2005
Dublin, Ireland
August 29th – September 2nd, 2005

Organized by



EUROGRAPHICS
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Preface

Over the years, the tutorials have played an increasingly important role for The European Association for Computer Graphics by offering a set of lectures that provide authoritative overviews on topics of significant interest and emerging trends for the attendees of Eurographics.

This year we received 17 proposals, mostly with remarkable quality, making the final acceptance decision very difficult. Each course proposal received at least 4 reviews by the international experts in the related research areas. Based on their evaluation and feedback, the selection of the courses and tutorials was determined by many factors, including but not limited to, the overall quality of the course proposal, the qualification of the speakers, the general appeal to the attendees, and the coverage of topics.

A total of 9 tutorials, including 3 full-day courses, will be presented at Eurographics 2005 (EG'05). The diverse set of topics span from shape modeling, physically-based modeling and simulation, high dynamic range techniques, display and rendering, virtual environments, mixed realities, to visualization.

Each volume of supplementary course notes contains the relevant slides and/or papers for each tutorial present at EUROGRAPHICS 2005 Annual Conference, held in Dublin, Ireland, between August 29 and September 2, 2005.

We wish to thank all the tutorial/course organizers, who submitted their proposals for consideration to be part of the EG'05 Tutorials/Courses, and the international reviewers who advised us in the selection process.

Finally, we would like to express our sincere gratitude to the EG'05 Co-Chair, Carol O'Sullivan, and the members of the local organizing committee, for their valuable logistic support.

Ming Lin and Celine Loscos

August 2005

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