

OpenSG 2003

Concepts and Components of Software Frameworks for Interactive 3D Graphics

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Workshop Chair

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Proceedings Production Editor

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Preface

Welcome to the 2nd OpenSG Symposium. The first one was held in January 2002, as a milestone event for the OpenSG Plus project, and thus was very focussed on the work being done in the project, and was held in German. Due to the big success (we had about 80 participants) we decided to make the second one more like a real workshop by switching the language to english, opening it up to general papers submissions for everybody, expanding up the covered topics to include the general area of conepts and components for interactive 3D graphics software and by creating printed proceedings, which is what you're reading now.

Systems topics are in general underrepresented at the classical conferences, but due to the growing importance and complexity of these systems for interactive graphics it was felt to be a good time to create a forum for the dissemination of these topics. The received papers came from a wide variety of topic areas, and 11 were accepted to be presented.

I hope you enjoy the papers and find them useful for your work, and I would like to greet you again in 2004, for the 3rd OpenSG Symposium.

I would like to thank our sponsors, without whose efforts this event would not have been possible, and Prof. Dieter Fellner and his group at the Technical University of Braunschweig for his support in organizing this event and especially the proceedings you're reading right now.

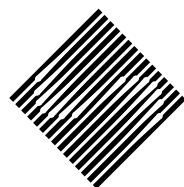
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