



PROGRAM

OCTOBER 10, 1988
MONDAY

- 11.00-11.30 Graphics Hardware for Microcomputers
F. Nunes Ferreira.....A
- 11.30-12.00 Hardware Architectures for Graphics Systems
M. Mehl.....B
- 14.30-15.00 THESEUS on X
Matthias Muth.....C
- 15.00-15.30 An User-Interface Editor Caduims
Mário Rui Gomes.....D
- 15.30-16.00 Towards an Object-Oriented Interaction Model for
Graphics User Interfaces
Wolfgang Hübner.....F
- 16.30-17.00 On programming an interactive graphical application
in logic
Manuel João Próspero.....E
- 17.00-17.30 An Icon User Interface For Geometric Modelling
José Carlos Teixeira.....G

OCTOBER 11, 1988
TUESDAY

- 09.00-09.30 Computer Graphics as a Tool and as a Service for
Education Training and Engineering
J. Encarnação.....*
- 09.30-10.00 Computer Graphics Education in Portugal
M. Quirino.....*

10.00-10.30	A Teachware Concept for Education in CAD Luiz Ary Messina.....	J
11.00-11.30	Computer Graphics and Geometry Standards Joachim Rix.....	K
11.30-12.00	Automated Testing of Computer Graphics Systems Joaquim Jorge.....	L
12.00-12.30	Transputers on the Computer Image Generation João Pereira.....	M
14.30-15.00	Archetype-oriented CHI A formal Approach to User Friendliness F. Mário Martins.....	N
15.00-15.30	OBLOG as a Specification Tool for Object Oriented Graphical Interfaces João Pedro Sousa.....	O
16.00-16.30	Modeling and Visualization of Three-Dimensional Scenes F. Nunes Ferreira.....	P
16.30-17.00	Ray Tracing-a Visualisation Technique D. Kromker.....	Q
17.00-17.30	Computer Animation in Portugal Pedro Faria Lopes.....	R