Volume Graphics 2001 (VG'01)

Co-sponsored by the IEEE Computer Society TCVG and the Eurographics Association

State University of New York at Stony Brook, June 21-22, 2001

Deadline for full paper submissions: December 15, 2000

The advances in volume visualization over the past decades, coupled with the rapid increase in computer power, suggest that volume visualization may be developed into volume graphics, as a general purpose graphics technology. In order to explore further the potential of volume-based techniques, especially beyond the scope of volume visualization, it is necessary to bring together researchers and applications developers from both the academic and industry sectors who are working, or wish to work, on volume-based graphics techniques. The objective of this workshop, the second since the 1999 meeting in Swansea, Wales, is to provide the international computer graphics community with a platform to review and assess the developments of techniques for volume-based modeling, rendering, manipulation and applications, as well as to develop a scientific framework for research and development in volume graphics as an emerging sub-field of computer graphics and compile a clear picture of existing knowledge and topics for further investigation.

Workshop topics include:

Volume Based Modeling: Complex and multi-volume scenes, image-based 3D modeling, frequency-domain modeling, physically based modeling, motion and deformation, mathematical foundations, standards for volume-based representations

Volume rendering: Volume rendering hardware, direct volume rendering, voxel-based radiosity, illumination, reflection and refraction, shadowing, texture mapping, non-photorealistic rendering, parallel and distributed rendering

Data Acquisition and Manipulation: Digitization, voxelization and surface reconstruction, segmentation and feature extraction, compression, distortion and morphing, interaction and GUI design

Applications and Case Studies: Medical imaging and surgical planning, forensic science, scientific computation, entertainment industry, internet-based applications, collaborative visualization

Volume Graphics 2001 will be held on June 21-22, 2001, at the State University of New York at Stony Brook, located at the North shore of Long Island, NY. The venue offers the relaxing atmosphere of a weekend retreat, with the bustling life of New York City just below the horizon.

Interested contributors are invited to check for updated workshop information at: **http://www.cs.sunysb.edu/~vg01**

Workshop Chair:
Arie Kaufman - SUNY Stony Book

Program Committee co-Chairs:
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Klaus Mueller - SUNY Stony Book

Organizing Committee co-Chairs:
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Claudio Silva - AT&T Labs
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Peter Williams - LLNL
Ming Wan - Viatronix
Brian Wyvill - U Calgary, Canada