

The Annual Conference on Computer Graphics This Year's Topic: Real-Time Simulations

SIGRAD2003, November 20-21, 2003

Umeå university, Umeå, Sweden

MIT-building, MA-121

www.sigrad.org

Thursday November 20

- 11.30 Registration
- 12.30 Conference opening
- 12.50 Invited speaker: Real-time simulations for animation and control of physical phenomena, Jos Stam, Alias | Wavefront.
- 13.30 A pressure model for soft body simulation, Maciej Matyka.
- 14.00 Synthetic skies using high dynamic range images and eigenskies, Björn Olsson.
- 14.30 Coffee
- 15.00 Deformable objects with haptic feedback in real-time, Ola Nilsson.
- 15.20 Perceptual features for computer graphics and visualization, Lars Kjell Dahl.
- 15.50 Interactive simulation of granular matter, Kenneth Holmlund.
- 16.10 Break
- 16.20 Examination of the possibility to use OpenSceneGraph for real-time graphics in a CAVE-environment, Linus Valtersson.
- 16.40 3D visualization and 3D and voice interaction in air traffic management, Matthew Cooper.
- 17.10 CGEMs server for educational material, Lars Kjell Dahl.
- 17.30 Closing of day 1
- 19.00 Conference dinner

Friday November 21

- 9.00 Testing and benchmarking a 6th order parallel CFD code based on an ENO PADE scheme, Håkan Kihlström.
- 9.20 Invited speaker: The making of Battlefield 1942, Johan Persson, DICE.
- 10.00 Coffee
- 10.30 Frictional contact problems for multibody systems: A review of models and methods, Claude Lacoursière
- 11.00 A framework for interactive simulation, Dennis Gustafsson.
- 11.20 Intersection of iso-surfaces on co-located 3D grids, Patrik Ljung.
- 11.50 Concluding remarks. Discussion.
- 12.20 Announcement of SIGRAD 2004
- 12.30 Conference closing