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Preface

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It is my pleasure to introduce this special issue, which contains a selection of papers presented at three conferences held under the auspices of the Computer Graphics Society (<http://cgswww.miralab.unige.ch/>). Each of these conferences is illustrated by means of two papers selected from the conference. The chosen papers have been extended and updated in order to reflect the current status of the research described.

The CGS annual conferences represented are:

1. The Computer Animation and Social Agent Conference (CASA2004), held at the University of Geneva, Geneva, Switzerland in July 2004
2. The Computer Graphics International Conference (CGI2004), held in Crete, Greece in June 2004
3. The Multimedia Modelling Conference 2004 (MMM2004) held in Brisbane, Australia, in January 2004

In the first paper from the Computer Animation and Social Agent Conference, Zouhour Ben Azouz, Marc Rioux, and Chang Shu from the National Research Council of Canada and Richard Lepage from Ecole de Technologie Supérieure de Montréal, Canada, propose efficient landmark-free modeling of the human body from anthropometric data. Their method is demonstrated by con-

structing good representations of the human body using a reduced number of components. In the next paper, Changbo Wang, Zhangye Wang, Tian Xia, and Qunsheng Peng, from Zhejiang University, P.R. China, propose a real-time simulation method for snowing effects. Their method characterizes the interaction between snow and wind using Boltzmann equations and their interactions. The method shows realistic wind-driven snow scenes with different speeds of wind and different amounts of snowfall in real time.

The second section of papers relates to the CGI2004 conference. In the first paper by Hamid Laga, Hiroki Takahashi, and Masayuki Nakajima from the Tokyo Institute of Technology, Japan, the authors propose a method for describing 3D objects with spherical parameterization and geometry images. The proposed method has the advantage of invariance on rotation and scale of the object so that it can be used effectively for shape matching and further generic descriptions. The following paper by HyungSeok Kim, Chris Joslin, Thomas Di Giacomo, Stephane Garchery, and Nadia Magnenat-Thalmann from University of Geneva, Switzerland, proposes a mechanism for adaptation and delivery of three-dimensional content for various network and terminal capabilities. They present adapting three-dimensional content including shapes and animation with discussion of MPEG-21 and MPEG-4 architectures.

The last section is a separate section for MMM2004, which also has extended and updated articles based on two selected papers from the conference.

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