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EDITORIAL

Editorial

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In this issue, we present the three best papers from the Conference SIBGRAPI that was held in Brazil. This issue is completed with three regular papers.

The conference SIBGRAPHI is a leading Brazilian National conference and it was held in September 2007 at Belo Horizonte. These three papers were carefully selected from the conference and every selected paper was given enough time to revise and augment the content and results in order for it to be published in the Visual Computer. After a new review, all these three papers were formally accepted to be published in the Visual Computer.

The first SIBGRAPI paper is from the institute IMPA in Rio de Janeiro, Brazil and is supervised by Prof. Luiz Velho. This paper discusses the problem of modeling on triangulated surfaces with geodesic curves. It also describes how to perform editing operations, such as trimming, using these curves. The third part of this paper is devoted to the de-

finition and study of convex sets on triangulated surfaces. The second paper is on twofold Adaptive Partition of Unity Implicits (PUI). It is co-authored by researchers from USP Brazil and University of Stuttgart. In this work, the authors propose a PUI method that employs a set of well-observed solutions in order to produce geometrically pleasant results without requiring time-consuming or mathematically overloaded computations. The third SIBGRAPI paper deals with a framework for GPU-based application-independent 3D interactions. In this paper, the authors, all from UNICAMP Brazil, analyze a new paradigm for correctly computing geometric attributes based on providing, for each pixel of the rendered models, application-defined data and elements of discrete differential geometry computed solely on the GPU.

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