Press Release / 17. May, 2006

title: Computer Graphics Conference in Vienna

subtitle: The European Computer Graphics Association „Eurographics" organises its main annual conference in a different European city every year. This year it will be in Vienna, Austria, from 4 to 8 September, 2006.

text: Computer Graphics is a sub-discipline of Computer Science which deals with the creation of images with computers. This is a fascinating research field with very intensive activities. What makes the fascination of this topic? "Eurographics 2006", which will take place in Vienna, Austria, from 4 – 8 September, 2006, covers all aspects of Computer Graphics, from scientific visualisation (as needed for medical diagnosis) to virtual reality, from computer animation (as needed for movies like "Ice Age") to user interface design.

Werner Purgathofer, general chair of „Eurographics 2006", explains the long-lasting enthusiasm for this research field: „The importance of visual aspects in computer science is still increasing in the light of the miniaturisation of computer power and the invisible pervasion of all aspects of our life with computers, and research interest will not disappear before long. The information density of images is simply much higher than that of text." Many areas rely on computer graphics techniques nowadays, including the movie industry, industrial design, museums, TV production, marketing aids, web pages, digital cameras, and so on.

In the last decades, Austria has managed to build up significant research capacities in Computer Graphics, namely at the two Universities of Technology in Vienna and Graz, at the Austrian Academy of Sciences, and at the competence centre for virtual reality and visualisation VRVis.

„Eurographics 2006" brings to Vienna world leaders in this exciting fusion of science, art, and digital media. The central part of the conference is the presentation of about 50 selected scientific results. These include new shading algorithms, increased image composition methods, various geometric modelling concepts, as well as improvements of visualisation and animation algorithms.

In addition there will be specialized tutorials and state-of-the-art overviews, a computer games competition, several multimedia presentations and some further interesting talks. Three invited keynote speakers will be one of the main attractions: Herbert Edelsbrunner from Duke University (USA), Jos Stam from Autodesk (Canada), and Reinhard Klein from the University of Bonn (Germany).

„Eurographics 2006" will take place at the Austrian Academy of Sciences, Dr. Ignaz Seipel-Platz 2, 1010 Wien. It is organised by the Vienna University of Technology together with the Academy of Sciences.

More information and the program of Eurographics 2006 can be found at
www.eg.org/eg2006

Contact: Prof. Dr. Werner Purgathofer
Institut für Computergraphik und Algorithmen
Technische Universität Wien
1040 Wien, Favoritenstraße 9 / 186
Tel. (01) 58801-18655
email: wp@cg.tuwien.ac.at