Tutorials: 13 tutorials will be presented during the first two conference days:
- Real time Interactive Massive Model Visualization
- High Performance - Virtual Garment Simulation
- Illustrative Visualization for Medicine and Science
- Inverse Rendering: From Concept to Applications
- GPU/GPU Global Illumination Effects on the GPU
- Real-time Inhabited Virtual Worlds & Interaction
- Efficient Sorting and Searching in Rendering Algorithms
- Geometric Modeling Based on Triangle Meshes
- Populating Virtual Environments with Crowds
- Developing Mobile 3D Applications with Open GL ES and M3G
- Collision Handling and its Applications
- Real-Time Volume Graphics
- Parallel Coordinates in the 21st Century

Scientific Programme: The scientific programme is the kernel of the conference. Three international top experts have been invited to give keynote lectures:
- Herbert Edelsbrunner (Duke University, USA)
- Reinhard Klein (University of Bonn, Germany)
- Jos Stam (Autodesk, Toronto, Canada)

42 papers out of 250 submissions have been carefully selected by the international programme committee. The corresponding talks will be grouped in 14 sessions from Wednesday thru Friday. The proceedings are printed as issue no. 3 of the journal Computer Graphics Forum and will also be distributed on a DVD. The best paper will receive the prestigious Günter Enderle Award, and the best paper presented by a full time student will also receive a special award. In addition, ~30 short papers will be presented briefly, and will have the chance to be displayed as posters at the conference.

State-of-the-Art Reports: To complement the programme, six STARs were selected to update participants with latest developments. The topics are:
- Computational Photography
- Building Expression into Virtual Characters
- Rendering Plasma Phenomena: Challenges & Applications
- Camera Control
- Interactive Volume Rendering with Ray Tracing
- Segmentation & Shape Extraction of 3D Boundary Meshes

Further Conference Tracks: In Education Programme sessions participants will share their ideas on developments in Computer Graphics education, either how to teach Computer Graphics or how to use Computer Graphics to teach other disciplines. All European Computer Graphics Research Centres (labs) are invited to present themselves – and possibly one of their major projects – during the conference. A brochure will be produced containing an overview of the present European research landscape in Computer Graphics. Research groups were invited to submit small game demos containing interesting (preferably physics-based) interactivity with a graphics effect to the “Game Room” competition. Selected games submissions will be prominently showcased in an interactive large-screen exhibition and the winner will be selected through an audience vote during the conference. The programme will also consist of animation shows and workshop-style sessions for interactive multimedia. The best submission of creative use of the digital medium for interactive art, in any form, will receive the traditional John Lansdown

Complementary Workshops and Symposium
Symposium on Computer Animation (SCA 2006)
- Saturday – Monday, 2nd – 4th of September, 2006
Graphics Hardware 2006
- Sunday – Monday, 3rd – 4th of September, 2006
EG Workshop on Sketch-Based Interfaces and Modeling 2006
- Monday – Tuesday, 4th – 5th of September, 2006
EG Workshop on Natural Phenomena 2006
- Tuesday, 5th of September, 2006
Workshop on Computer Graphics Education 2006
- Saturday, 9th of September 2006

Organising Committee
Conference Chairs
- W. Purgathofer (A), S. Coquillart (F)
Honorary Conference Chairs
- J. Encarnação (D), W. Straßer (D)
Programme Committee Chairs
- L. Szirmay-Kalos (H), E. Gröller (A)

Further information and registration details: www.eg.org/eg2006