

# Eurographics Workshop on Natural Phenomena 2006 Tuesday, September 5<sup>th</sup>, 2006

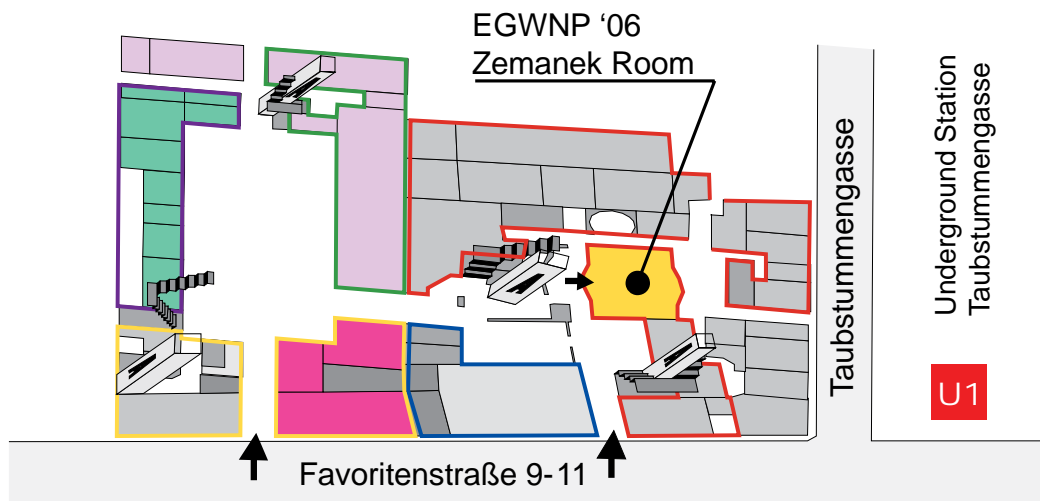
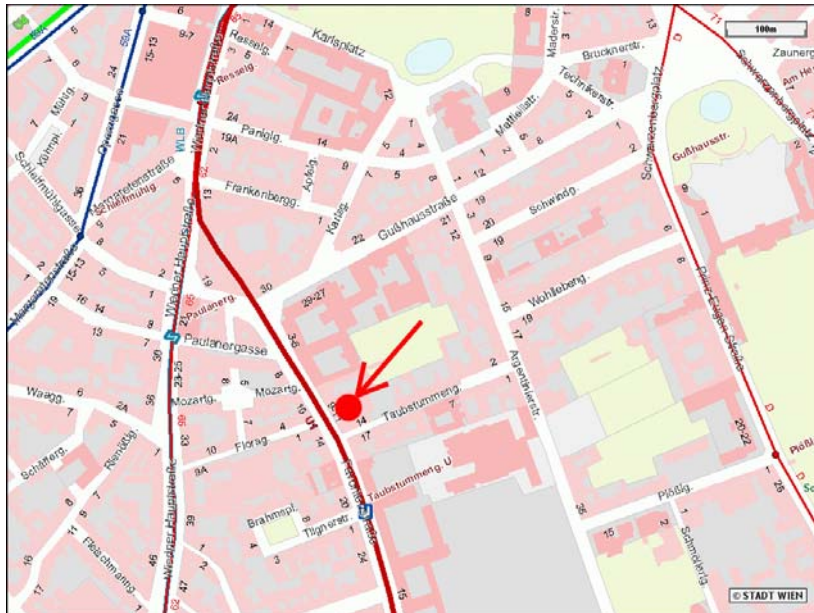


**Venue:**

**NOT** at the same location as Eurographics Conference!

TU-Wien, Favoritenstraße 9-11,  
Zemanek-Room on ground floor ("Erdgeschoß")

Underground line **U1**, station "Taubstummengasse"



## Schedule

- 8<sup>45</sup> Opening**
- 9<sup>00</sup> Invited Speaker**  
“The algorithmic beauty of digital nature”  
*Oliver Deussen*
- 10<sup>00</sup> Aging and weathering**  
“A Generalized Cracks Simulation on 3D-Meshes”  
*Gilles Valette, Stephanie Prevost, Laurent Lucas*  
“Time-Varying BRDFs”  
*Bo Sun, Kalyan Sunkavalli, Ravi Ramamoorthi, Peter Belhumeur, Shree Nayar*
- 11<sup>00</sup> Coffee break**
- 11<sup>30</sup> Simulating and rendering fluids**  
“Realistic Water Volumes in Real-Time”  
*Lionel Baboud, Xavier Decoret*  
“Simulating Caustics due to Liquid-Solid Interface Menisci”  
*E. Bourque, Jean Francois Dufort, Michelle Laprade, Pierre Poulin*
- 12<sup>30</sup> Lunch**
- 14<sup>00</sup> Atmospheric and gaseous phenomena**  
“Real-time realistic illumination and shading of stratiform clouds”  
*Antoine Bouthors, Fabrice Neyret, Sylvain Lefebvre*  
“Physically-Based Realistic Fire Rendering”  
*Vincent Pegoraro, Steven G. Parker*  
“Artist-Directable Real-Time Rain Rendering in City Environments”  
*Natalya Tatarchuk, John Isidoro*
- 15<sup>30</sup> Coffee break**
- 16<sup>00</sup> Animating and rendering trees**  
“Physically-based Driven Tree Animations”  
*William Vanhaevre, Fabian Di Fiore, Frank Van Reeth*  
“Effective Multi-resolution Rendering and Texture Compression for Captured Volumetric Trees”  
*Christian Linz, George Drettakis, Marcus Magnor, Alex Reche-Martinez*
- 17<sup>00</sup> Closing remarks**

Further information: <http://www.cg.tuwien.ac.at/events/EGWNP06/>