

Table of Contents

Prologue	
<i>Mark Ollila and Anders Ynnerman</i>	iii
Keynote Presentations	
The Light Stage: Photorealistically Integrating Real Actors in Virtual Environments <i>Paul Debevec</i>	1
Other Keynote Presentations	
Michael Conelly, Viktor Björk, Peter Zetterberg, Mats Erixon, Marcos Fajardo, and Jani Vaarala	3
Research Presentations	
Implementation of a Dynamic Image-Based Rendering System <i>Niklas Bakos, Claes Järvman, and Mark Ollila</i>	5
Snow Accumulation in Real-Time <i>Håkan Haglund, Mattias Andersson, and Anders Hast</i>	11
Animation of Water Droplet Flow in Structured Surfaces <i>Malin Jonsson and Anders Hast</i>	17
Distributed Redering in Heterogeneous Display Environments – A Functional Framework Design and Performance <i>S. Seipel, and L. Ahrenberg</i>	23
Real-Time Image-Based Lightning in Software Using HDR Panoramas <i>Jonas Unger, Magnus Wrenninge, Filip Wänström, and Mark Ollila</i>	29
Towards a Perceptual Method of Blending for Image-Based Models <i>Gordon Watson, Patrick O’Brien, and Mark Wright</i>	35
Work in Progress	
Framework for Real-Time Simulations <i>Anders Backman</i>	41
Surface Construction with Near Last Square Acceleration based on Vertex Normals on Triangular Meshes <i>Tony Barrera, Anders Hast, and Ewert Bengtsson</i>	43
Time Machine Olulu – Multichannel Augmented Reality <i>Jaakko Peltonen</i>	49