# Table of Contents

Foreword iv  
SIGRAD 2005 v  

## Research papers

- Connected Minimal Acceleration Trigonometric Curves  
  Tony Barrera, Anders Hast, and Ewert Bengtsson  
- Texture Compression: THUMB – Two Hues Using Modified Brightness  
  Martin Pettersson and Jacob Ström  
- Lighting Effects for Mobile Games  
  Jeppe Revall Frisvad, Niels Jørgen Christensen, and Peter Falster  

## Application Papers

- Tangible User Interface for Chemistry Education: Visualization, Portability, and Database  
  Joakim Almgren, Richard Carlson, Henrik Erkkonen, Jonas Fredriksson, Sanne Møller, Henrik Rydgård, Mattias Österberg, Kristina Bötschi, Benedikt Vogeeli, and Morten Fjeld  
- Automatic Conversion of Traffic Accident Reports into 3D Animations  
  Richard Johansson and Pierre Nugues  
- Visualisation as a tool for understanding fibre network behavior  
  Jonas Lindemann, Gran Sandberg, and Ola Dahlblom  

## Work in Progress

- Augmented Reality on Mobile Phones - Experiments and Applications  
  Anders Henrysson, Mark Billinghurst, and Mark Ollila  
- Synthetic content approach for benchmarking mobile 3D graphics  
  Kari J. Kangas, Mikael Quist, and Kari Pulli  
- The Orthogonal Constraints Problem with the Constraint Approach to Proxy-based Volume Haptics and the Solution  
  Karl-Johan Lundin, Matthew Cooper, and Anders Ynnerman  
- A Novel Approach to Compress Reflection Functions Based on PCA  
  Björn Olson, Anders Hast, and Anders Ynnerman  
- Opportunities and challenges when 3D accelerating mobile user interfaces  
  Mikael Persson and Karl-Anders Johanson  

## Sketches

- Distributed Fractal Generation Across a Piconet  
  Daniel C Doolan, and Sabin Tabirca  
- Developing Mobile 3D Games Using MIDP 2.0 Game API and JSR 184 Mobile 3D Graphics (M3G) API  
  Yu Han  

## Posters

- Experience of Light, Colour and Space in Virtual Environments  
  Beata Stahre and Monica Billger