

Table of Contents

Foreword	iv
SIGRAD 2005	v
Research papers	
Connected Minimal Acceleration Trigonometric Curves <i>Tony Barrera, Anders Hast, and Ewert Bengtsson</i>	1
Texture Compression: THUMB – Two Hues Using Modified Brightness <i>Martin Pettersson and Jacob Ström</i>	7
Lighting Effects for Mobile Games <i>Jeppe Revall Frisvad, Niels Jørgen Christensen, and Peter Falster</i>	13
Application Papers	
Tangible User Interface for Chemistry Education: Visualization, Portability, and Database <i>Joakim Almgren, Richard Carlsson, Henrik Erkkonen, Jonas Fredriksson, Sanne Møller, Henrik Rydgård, Mattias Österberg, Kristina Bötschi, Benedikt Voegtli, and Morten Fjeld</i>	19
Automatic Conversion of Traffic Accident Reports into 3D Animations <i>Richard Johansson and Pierre Nugues</i>	25
Visualisation as a tool for understanding fibre network behavior <i>Jonas Lindemann, Gran Sandberg, and Ola Dahlblom</i>	30
Work in Progress	
Augmented Reality on Mobile Phones - Experiments and Applications <i>Anders Henrysson, Mark Billingham, and Mark Ollila</i>	35
Synthetic content approach for benchmarking mobile 3D graphics <i>Kari J. Kangas, Mika Qvist, and Kari Pulli</i>	41
The Orthogonal Constraints Problem with the Constraint Approach to Proxy-based Volume Haptics and the Solution <i>Karl-Johan Lundin, Matthew Cooper, and Anders Ynnderman</i>	45
A Novel Approach to Compress Reflection Functions Based on PCA <i>Björn Olsson, Anders Hast, and Anders Ynnerman</i>	51
Opportunities and challenges when 3D accelerating mobile user interfaces <i>Mikael Persson and Karl-Anders Johansson</i>	57
Sketches	
Distributed Fractal Generation Across a Piconet <i>Daniel C Doolan, and Sabin Tabirca</i>	63
Developing Mobile 3D Games Using MIDP 2.0 Game API and JSR 184 Mobile 3D Graphics (M3G) API <i>Yu Han</i>	69
Posters	
Experience of Light, Colour and Space in Virtual Environments <i>Beata Stahre and Monica Billger</i>	75