Preface

These proceedings contain the papers from the SIGRAD 2006 conference which was held on the 22rd and 23th of November in Skövde, Sweden. The topic of this year's conference is Computer Games. As in previous years, we also welcome paper submissions in various other graphics areas.

The SIGRAD conference has an explicit ambition to broaden its geographic scope beyond the national borders of Sweden. We are therefore very happy to have several international contributions
this year. The keynote speakers this year are Torbjörn Söderman and Johan Andersson from DICE. The topic of the keynote is the history of rendering in computer games and the rendering technology used in the current generation of game engines.

We would also like to thank the program committee that provided timely reviews, and helped in selecting the papers for these roceedings.

Many thanks to our generous sponsors: Högskolan i Skövde, DICE , Pearson Education, InGaMe Lab and Akademibokhandeln.

We wish all participants a stimulating conference, and hope they take the chance and to create new connections in the Nordic graphics community.

Henrik Gustavsson
Program Chair SIGRAD 2006