

Table of Contents

Foreword.....	iv
SIGRAD 2006.....	v

Research / Work in Progress Papers

Efficient rendering of multiple refractions and reflections in natural objects	1
<i>Stefan Seipel, Anders Nivfors</i>	
Distributed Ray Tracing In An Open Source Environment	7
<i>Gunnar Johansson, Ola Nilsson, Andreas Söderström, Ken Museth</i>	
Temporal Face Normal Interpolation	12
<i>Jindřich Parus, Anders Hast, Ivana Kolingerová</i>	
A multi-sampling approach for smoke behaviour in real-time graphics	17
<i>Henrik Gustavsson, Henrik Engström, Mikael Gustavsson</i>	
Interactive Simulation of Elastic Deformable Materials	22
<i>Martin Servin, Claude Lacoursière, Niklas Melin</i>	

Sketches / Short Papers

Computer visualization in accident prevention in industry	33
<i>Sławomir Bogacki</i>	
Incremental Spherical Interpolation with Quadratically Varying Angle	36
<i>Anders Hast, Tony Barrera, Ewert Bengtsson</i>	

Application Papers

A Driving Simulator Based on Video Game Technology	39
<i>Mikael Lebram, Henrik Engström, Henrik Gustavsson</i>	
The Verse Networked 3D Graphics Platform (Part1)	44
<i>Emil Brink, Eskil Steenberg, Gert Svensson</i>	