# Table of Contents

Preface............................................................................................................................................................................ iv

Keynotes........................................................................................................................................................................ iv

- Human-Computer Interaction for Visualisation, Yngve Sundblad............................................................... 1
- Gapminder, Unveiling the beauty of statistics for a fact based world view, Daniel Lapidus......................... 5
- Experiential qualities of interactive visualizations, Jonas Löwgren...................................................... 7

State of the art report, Haptics............................................................................................................................... 9

- Haptic Force Feedback in Mediated Interaction, Eva-Lotta Sallnäs.......................................................... 11
- Volume Haptics Technologies and Applications, Karljohan Lundin Palmerius........................................ 15
- Learning Molecular Interaction Concepts through Haptic Protein Visualization, Petter Bivall Persson...... 17
- Physically Realistic Soft-Tissue Deformation in Real-Time, Umut Koçak................................................. 21
- Simulator for Operative Extraction of Wisdom Teeth, Jonas Forsslund.................................................. 23

Papers............................................................................................................................................................................. 25

- Fast and Tight Fitting Bounding Spheres, Thomas Larsson................................................................. 27
- Real Time Large Scale Fluids for Games, Daniel Kallin........................................................................... 31
- Core-based morphing algorithm for triangle meshes, Martina Málková, Ivana Kolingerová, Jindřich Parus... 39
- Adaptive resolution in physics based virtual environments, M. Servin, C. Lacoursière, F. Nordfelth............ 47
- Enhanced Interactive Spiral Display, Christian Tominski, Heidrun Schumann....................................... 53
- Computation of Topologic Events in Kinetic Delaunay Triangulation ..., Tomáš Vomáčka, Ivana Kolingerová... 57
- Robust Distance-Based Watermarking for Digital Video, A. S. Abdul-Ahad, et al.................................. 65
- Interactive visualization of new electromagnetic quantities, Siavoush M. Mohammadi et al.................... 71

Posters............................................................................................................................................................................. 75

- Real-time Global Illumination of Static Scenes with Dynamic Lights, Magnus Burénius.......................... 77
- Design and Implementation of a Stereoscopic Display in a Lecture-room, Martin Ericsson, et al........... 79
- Collaborative Live Multimedia Surface Interaction, Rikard Lindell......................................................... 81
- 3D Urban Landscape Visualization, Zoja Veide, Veronika Strozheva, Modris Dobelis.............................. 83

Industry session......................................................................................................................................................... 85

- Algoryx—Interactive Physics, Anders Backman...................................................................................... 87
- Awareness of 3D—rapid market growth, Trond Solvold........................................................................... 89
- LISTEN Heavy Demonstrator..., Peter Becker, Peter Lundén................................................................. 91