Spring Conference on Computer Graphics SCCG 1998

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PREFACE

This book is the proceedings of the Spring Conference of Computer Graphics ’98, held April 23–25, 1998 in Budmerice, Slovakia.

The Spring Conference of Computer Graphics, which is the oldest annual computer graphics conference in central Europe, has become an important event where computer graphics experts can meet and present their latest results. Despite the fact that a great number of computer graphics conferences are organized each year all over the world, which attract participants from these smaller conferences, Spring Conference has successfully survived 14 years and will continue to exist in the future for sure. This phenomenon can be explained by the special mission of this conference, that it brings together top computer graphics experts and enthusiastic students—and also by the unique atmosphere of this conference, that provides opportunities not only for scientific discussions but also for establishing long term relations and even friendship. This atmosphere is created by the venue and more importantly the dedication and hard work of the organizing committee including Miroslav Bartánus, Pavel Chalmovianský, Silvester Czanner, Andrej Ferko, Jiří Hladůvka, Veronika Illéšová, Juraj Jankovič, Jozef Martinka, Marek Mikita, Tomáš Plachetka, Emil Roháč, Zdenka Slobodová, all from the Comenius University Bratislava, and Rasťo Jančі from Slovak Technical University.

The technical programme, on the other hand, has been organized by an International Program Committee involving outstanding experts from different fields of the rapidly diversifying computer graphics. This year the International Program Committee received 39 papers from many countries, including Brazil, United States, Spain, France, Germany, Italy, Austria, Czech Republic, Slovakia, Hungary, Slovenia, Poland, Russia and Japan. In order to evaluate the papers fairly and professionally, each paper has been assigned to 2–4 IPC members who might have involved other referees to review the papers. Thanks to all referees for their timely and precise work, which was essential for the success of the conference. Their prize of being listed in the proceedings is far too small compared to their efforts. As a result of this process, 25 papers were included in the final programme. The submission and reviewing procedures were fully electronic, which allowed accomplishing this complex task in approximately two weeks.

This conference could not exist without the generous help of our sponsors. Special thanks go to D&D Studio that has been the main sponsor of SCCG Conference since 1993. Many thanks also to Nemetschek Slovakia, Top Soft, West-Ost Connection, Magnet Press, Canon Copy Shop, Gibon, Sfera, Caligari, PC Revue for their noble-minded sponsoring.

We are thankful for all participants who selected this conference for publishing results of their research.

I wish a pleasant conference to all of you and hope to meet you here next year again.

April 1998,

László Szirmay-Kalos
Program Chairman

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Zhukov Sergey

CONTENTS

1 INVITED SPEAKERS

3 Applications of Bézier Clipping Method and their Java Applets
Tomoyuki Nishita

16 Hierarchical Methods in Computer Graphics
Hans-Peter Seidel

17 Selected Trends in Scientific Visualization
Lukas Mroz, Helwig Löffelmann, Eduard Gröller

27 INVITED PAPER

29 On the Development of Higher Performance Volumetric Display Systems
Barry G. Blundell

39 MODELING

41 Modified Construction of Rational Bézier Curve Based on Barycentric Coordinates
Valent Zaťko

48 Approximation and Smoothing with Spline Curves using Multicriteria Optimization Techniques
Ulrike Bossong, Hans Hagen

58 Geometry of Hyperpatch Modelling
Daniela Velichová

65 Computing Tension Parameters for Composite Rational Bézier Curves
Soňa Kudličková

71 HUMAN-COMPUTER INTERACTION

73 Proposals for Declarative Modeling Parallelization
Pierre-François Bonnefoi, Dimitri Plemenos

81 MTK: A Direct 3D Manipulation Toolkit
Marcelo de Gomensoro Malheiros, Flávio Navarro Fernandes, Wu Shing-Ting

89 GLOBAL ILLUMINATION (RADIOSITY)

91 Quasi Monte-Carlo and Extended First Shot Improvements to the Multi-Path Method

Francesc Castro, Roel Martínez, Mateu Sbert

103 **Radiosity with Textures, Specular Reflection and Transmission**
Thomas Leiss, Peter Ferschin, Werner Purgathofer

112 **Scene Complexity for Rendering in Flatland**
Milo Hyben, Ilja Martišovitš, Andrej Ferko

121 GLOBAL ILLUMINATION (RAY-TRACING)

123 **POV||RAY: Persistence of Vision Parallel Raytracer**
Tomáš Plachetka

130 **Ray Tracing with Rope Trees**
Vlastimil Havran, Jiří Bittner, Jiří Žára

141 VISUALIZATION

143 **Selective Decompression for the Visualization in Networks**
Petr Chlumský, Pavel Slavík

153 **A Graphical Modelling Technique for Time-Space Simulations**
Daniela Liberanome, Laura Moltedo, Serena Morigi

163 **Spherical Splines in Modelling and Animation**
Roman Ďurikovič

168 **An Incremental Algorithms for Fast Rotation of Volumetric Data**
Csébfalvi Balázs

175 **Visualizing Dynamical Systems near Critical Points**
Helwig Löffelmann, Helmut Doleisch, Eduard Gröller

185 **TunVis: Visualizing Specific Geologic Features for Tunnel Planning and Construction**
Horst Otto Meinhart, Rainer Wegenkittl, Eduard Gröller

193 GRAPHICS ALGORITHMS

195 **A Quick Intersection Algorithm for Arbitrary Polygons**
Borut Žalik, Matej Gomboši, David Podgorelec

205 **The Structure of Digital Straight Line Segment and Euclid's Algorithm**
Ivo Považan, Ľubomir Uher

210 **Straight Skeleton Implementation**
Petr Felkel, Štěpán Obdržálek

219 **Merging Maps**

Pavel Chalmovianský

225 **Environment Preprocessing for Real-Time Navigation of Intelligent Agents**
Sergey Zhukov, Andrei Iones, Grigory Kronin

235 **RENDERING**

237 **Direct Illumination of Dense Foliage using Z-buffer**
Bedřich Beneš

247 **Calculation of Visibility from Raster Relief Models**
Tomaž Trobec, Borut Žalik, Nikola Guid

257 **Visibility in Digital Terrain Maps: a Fuzzy Approach**
Livio Crocetta, Giovanni Gallo, Salvatore Spinello

267 **SPONSORS**