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The Annual Conference on Computer Graphics
This Year's Topic: Real-Time Simulations

SIGRAD2003, November 20-21, 2003
Umeå university, Umeå, Sweden
Humanisthuset, Hörsal G
www.sigrad.org

Thursday November 20

11.30	Registration
12.30	Conference opening
12.50	Invited speaker: Real-time simulations for animation and control of physical phenomena, Jos Stam, Alias|Wavefront.
13.30	A pressure model for soft body simulation, Maciej Matyka.
14.00	Synthetic skies using high dynamic range images and eigenskies, Björn Olsson.
14.30	Coffee
15.00	Deformable objects with haptic feedback in real-time, Ola Nilsson.
15.20	Perceptual features for computer graphics and visualization, Lars Kjelldahl.
15.50	Interactive simulation of granular matter, Kenneth Holmlund.
16.10	Break
16.20	Examination of the possibility to use OpenSceneGraph for real-time graphics in a CAVE-environment, Odd Tullberg.
16.40	3D visualization and 3D and voice interaction in air traffic management, Matthew Cooper.
17.10	CGEM Server for educational material, Lars Kjelldahl.
17.30	Closing of day 1
19.00	Conference dinner

Friday November 21

9.00	Testing and benchmarking a 6th order parallel CFD code based on an ENO PADE scheme, Håkan Kihlström and Kristofer Lindberg
9.20	Frictional contact problems for multibody systems: A review of models and methods, Claude Lacoursière
9.50	Coffee
10.20	Invited speaker: The making of Battlefield 1942, Johan Persson, DICE.
11.00	A framework for interactive simulation, Dennis Gustafsson.
11.20	Intersection of iso-surfaces on co-located 3D grids, Patrik Ljung.
11.50	Concluding remarks. Discussion.
12.20	Announcement of SIGRAD 2004
12.30	Conference closing