This index covers all technical items—articles, departments, correspondence, reviews, and so on—that appeared in this periodical during 2002, and items from previous years that were commented upon or corrected in 2002. The Author Index contains the primary entry for each item, listed under the first author's name. The primary entry includes the authors' names; the title of the article or other item; and its location, specified by the publication abbreviation, year, and inclusive pagination. Under appropriate subject headings, the Subject Index contains the title of the article or other item; the first author's name; the publication abbreviation, month, and year; and inclusive pages. Subject cross-references are included to assist in finding items of interest.

### AUTHOR INDEX

#### A

<table>
<thead>
<tr>
<th>Author</th>
<th>See Also</th>
<th>Month</th>
<th>Year</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abram, G.</td>
<td>see Klosowski, J.T.</td>
<td>May-Jun</td>
<td>02</td>
</tr>
<tr>
<td>Ackay, A.</td>
<td>see Rolland, J.</td>
<td>Jan-Feb</td>
<td>02</td>
</tr>
<tr>
<td>Aleixos, N.</td>
<td>see Contero, M.</td>
<td>May-Jun</td>
<td>02</td>
</tr>
<tr>
<td>Almange, C.</td>
<td>see Schleich, J.-M.</td>
<td>Jan-Feb</td>
<td>02</td>
</tr>
<tr>
<td>Almeida, L.</td>
<td>see Vlahakis, V.</td>
<td>Sep-Oct</td>
<td>02</td>
</tr>
<tr>
<td>Amorosi, S.R.</td>
<td></td>
<td>Sep-Oct</td>
<td>02</td>
</tr>
<tr>
<td>Anderson, S.E.</td>
<td></td>
<td>Sep-Oct</td>
<td>02</td>
</tr>
</tbody>
</table>

#### B

<table>
<thead>
<tr>
<th>Author</th>
<th>See Also</th>
<th>Month</th>
<th>Year</th>
</tr>
</thead>
<tbody>
<tr>
<td>Baillot, Y.</td>
<td>see Julier, S.</td>
<td>Sep-Oct</td>
<td>02</td>
</tr>
<tr>
<td>Banks, R.</td>
<td>see Rolland, J.</td>
<td>Jan-Feb</td>
<td>02</td>
</tr>
<tr>
<td>Baribeau, R.</td>
<td></td>
<td>Sep-Oct</td>
<td>02</td>
</tr>
<tr>
<td>Bar-Joseph, Z.</td>
<td></td>
<td>Sep-Oct</td>
<td>02</td>
</tr>
<tr>
<td>Bell, B.</td>
<td>S. Feiner, and T. Hollerer. Information at a glance [augmented reality user interfaces];</td>
<td>Jul-Aug</td>
<td>02</td>
</tr>
<tr>
<td>Beraldin, J.-A.</td>
<td></td>
<td>Sep-Oct</td>
<td>02</td>
</tr>
<tr>
<td>Berger, M.-O.</td>
<td></td>
<td>Nov-Dec</td>
<td>02</td>
</tr>
<tr>
<td>Bernardini, F.</td>
<td></td>
<td>Sep-Oct</td>
<td>02</td>
</tr>
<tr>
<td>Bell, B.</td>
<td>S. Feiner, and T. Hollerer. Information at a glance [augmented reality user interfaces];</td>
<td>Jul-Aug</td>
<td>02</td>
</tr>
<tr>
<td>Bernaldi, J.-A.</td>
<td></td>
<td>Sep-Oct</td>
<td>02</td>
</tr>
<tr>
<td>Berger, M.-O.</td>
<td></td>
<td>Nov-Dec</td>
<td>02</td>
</tr>
<tr>
<td>Bernardini, F.</td>
<td></td>
<td>Sep-Oct</td>
<td>02</td>
</tr>
<tr>
<td>Bessani, F.</td>
<td>see Godin, G.</td>
<td>Sep-Oct</td>
<td>02</td>
</tr>
<tr>
<td>Blinn, J.F.</td>
<td>Quartic discriminants and tensor invariants;</td>
<td>Mar-Apr</td>
<td>02</td>
</tr>
<tr>
<td>Blinn, J.F.</td>
<td>Visualize whirled 2×2 matrices;</td>
<td>Jul-Aug</td>
<td>02</td>
</tr>
<tr>
<td>Bliss, F.</td>
<td>J. Dill, and C. Machover. Guest editors' introduction: Graphics in advanced computer-aided design [special section intro.];</td>
<td>May-Jun</td>
<td>22-23</td>
</tr>
<tr>
<td>Boulander, P.</td>
<td></td>
<td>Sep-Oct</td>
<td>02</td>
</tr>
<tr>
<td>Brandner, M.</td>
<td>see Ribo, M.</td>
<td>Nov-Dec</td>
<td>02</td>
</tr>
<tr>
<td>Braude, I.</td>
<td>see Cera, C.D.</td>
<td>May-Jun</td>
<td>02</td>
</tr>
<tr>
<td>Breaks, M.</td>
<td>see Conrey, J., May-Jun</td>
<td>May-Jun</td>
<td>02</td>
</tr>
<tr>
<td>Bresenham, J.E.</td>
<td></td>
<td>Nov-Dec</td>
<td>02</td>
</tr>
<tr>
<td>Bresin, R.</td>
<td>see Rocchesso, D.</td>
<td>Jul-Aug</td>
<td>02</td>
</tr>
<tr>
<td>Brown, D.</td>
<td>see Julier, S.</td>
<td>Sep-Oct</td>
<td>02</td>
</tr>
</tbody>
</table>
Dillenseger, J.-L., see Schleich, J.-M., Jan-Feb 02 14-19
Dodson, M.G., M.C. Perkins, and J.C. White. Visualization of a Goes Over All Terrain (GOAT) robot; Jul-Aug 02 CD-ROM
Dogrusoz, U., Qingwen Feng, B. Madden, M. Doorley, and A. Frick. Graph visualization toolkits; Jan-Feb 02 30-37
Domey, J., see Godin, G., Sep-Oct 02 24-35
Doorley, M., see Dogrusoz, U., Jan-Feb 02 30-37
Dorst, L., and S. Mann. Geometric algebra: A computational framework for geometrical applications, part 1 [Tutorial]; May-Jun 02 24-31
Dorst, L., see Mann, S., Jul-Aug 02 58-67

El-Hakim, S., see Godin, G., Sep-Oct 02 24-35
Elko, G., see Tsingos, N., Jul-Aug 02 28-37
El-Yaniv, R., see Dubnov, S., Jul-Aug 02 38-48
Encarnação, L.M., see Jungclaus, J., Jul-Aug 02 CD-ROM
Enns, J.T., see Healey, C.G., Mar-Apr 02 10-15
Erbacher, R.F., K.L. Walker, and D.A. Frincke. Intrusion and misuse detection in large-scale systems; Jan-Feb 02 38-47
Faust, N., see Ribarsky, W., Jul-Aug 02 10-15
Feiner, S., see Bell, B., Jul-Aug 02 6-9
Feliz, D.A., see Vote, E., Sep-Oct 02 38-50
Feng, Q., see Dogrusoz, U., Jan-Feb 02 30-37
Fernstrom, M., see Rocchesso, D., Jul-Aug 02 CD-ROM
Fisher, H. Multicast issues for collaborative virtual environments; Sep-Oct 02 68-75
Foster, C.V., see Cera, C.D., May-Jun 02 43-55
Foster, D., see Jungclaus, J., Jul-Aug 02 CD-ROM
Foxlin, E., see Welch, G., Nov-Dec 02 24-38
Freeman, W.T., T.R. Jones, and E.C. Pasztor. Example-based super-resolution; Mar-Apr 02 56-65
Frick, A., see Dogrusoz, U., Jan-Feb 02 30-37
Frincke, D.A., see Erbacher, R.F., Jan-Feb 02 38-47
Funkhouser, T., see Tsingos, N., Jul-Aug 02 28-37

Ganster, H., see Ribo, M., Nov-Dec 02 54-63
Glassner, A. Digital weaving. 1; Nov-Dec 02 108-118
Glassner, A. Duck! [water flow in computer graphics]; Jul-Aug 02 88-97
Glassner, A. Interactive pop-up card design. 1; Jan-Feb 02 79-86
Glassner, A. Interactive pop-up card design. 2; Mar-Apr 02 74-85
Glassner, A. Getting the picture [computer graphics]; Sep-Oct 02 76-85
Glassner, A. Putting the pieces together; May-Jun 02 76-86
Gleue, T., see Vlahakis, V., Sep-Oct 02 52-60
Gounaris, M., see Vlahakis, V., Sep-Oct 02 52-60
Grinstein, G., see Lee, J.P., Sep-Oct 02 6-11

H
Haas, D., see Johnson, A., Mar-Apr 02 6-9
Harashima, J., see Naemura, T., Mar-Apr 02 66-73
Hauser, H., see Kosara, R., Jan-Feb 02 22-29
Ha, Y., see Rolland, J., Jan-Feb 02 11-13
Healey, C.G., and J.T. Enns. Perception and painting: a search for effective, engaging visualizations; Mar-Apr 02 10-15
Hollerer, T., see Bell, B., Jul-Aug 02 6-9
Horvatic, P., see Jungclaus, J., Jul-Aug 02 CD-ROM
Hsu, S., see Hsu, S., Mar-Apr 02 44-54
Hsu, S., S. Hsu, and R. Kumar. Automated mosaics via topology inference; Mar-Apr 02 44-54
Huopaniemi, J., see Lokki, T., Jul-Aug 02 49-57

I
Ioannidis, M., see Vlahakis, V., Sep-Oct 02 52-60

J
Jackman, T., see Klosowski, J.T., May-Jun 02 12-15
Jones, S., see Johnson, A., Sep-Oct 02 61-67
Jones, T.R., see Freeman, W.T., Mar-Apr 02 56-65
Joukowsky, M.S., see Vote, E., Sep-Oct 02 38-50
Julier, S., Y. Baillot, D. Brown, and M. Lanzagorta. Information filtering for mobile augmented reality; Sep-Oct 02 12-15
Jungclaus, J., L.M. Encarnacao, P. Horvatic, D. Zeltzer, and D. Foster. The Alvin part-task submarine simulator; Jul-Aug 02 CD-ROM

K
Kanev, K., and S. Kimura. Integrating dynamic full-body motion devices in interactive 3D entertainment; Jul-Aug 02 76-86
Karigiannis, J., see Vlahakis, V., Sep-Oct 02 52-60
Klosowski, J.T., P.D. Kirchner, J. Valuyeva, G. Abram, C.J. Morris, R.H. Wolfe, and T. Jackman. Deep view: high-resolution reality; May-Jun 02 12-15
Kohorst, M., see Sheppard, L., Sep-Oct 02 16-20
Koike, H., see Oka, K., Nov-Dec 02 64-71
Kosara, R., S. Mä Kitsch, and H. Hauser. Focus + context taken literally; Jan-Feb 02 22-29
Kroeker, K.L. Graphics and security: exploring visual biometrics; Jul-Aug 02 16-21
Kubl, R., see Tsings, N., Jul-Aug 02 28-37
Kumar, R., see Hsu, S., Mar-Apr 02 44-54
L
Laidlaw, D.H., see Vote, E., Sep-Oct 02 38-50
Lang, P., see Ribo, M., Nov-Dec 02 54-63
Lanzagorta, M., see Juler, S., Sep-Oct 02 12-15
Lee, J.P., D. Carr, G. Grinstein, J. Kinney, and J. Saffer. The next frontier for bio- and cheminformatics visualization; Sep-Oct 02 6-11
Leigh, J., see Johnson, A., Sep-Oct 02 61-67
Levoy, M., see Anderson, S.E., Nov-Dec 02 82-89
Lin, Y.J., see Johnson, A., Mar-Apr 02 6-9
Lin I.-C., Extracting 3D facial animation parameters from multi view video clips, Nov-Dec 02 72-80
Lischinski, D., see Dubnov, S., Jul-Aug 02 38-48
Lobb, R., see Nixon, D., Jul-Aug 02 68-75
Loscos, C., see Tecchia, F., Mar-Apr 02 36-43
M
Machover, C., see Bliss, F., May-Jun 02 22-23
Macleod, R., see Corney, J., May-Jun 02 65-74
Madden, B., see Drogu, u., Jan-Feb 02 30-37
Mann, S., see Dorst, L., May-Jun 02 24-31
Mann, S., and L. Dorst. Geometric algebra: a computational framework for geometrical applications. 2; Jul-Aug 02 58-67
Martin, I.M., see Bernardini, F., Jan-Feb 02 59-67
McMillan, L., see Debevec, P., Apr-Mar 02 24-25
Meyer, C., see Rolland, J., Jan-Feb 02 11-13
Micksch, S., see Kosara, R., Jan-Feb 02 22-29
Mittleman, J., see Bernardini, F., Jan-Feb 02 59-67
Moher, T., see Johnson, A., Mar-Apr 02 6-9
Morris, C.J., see Klosowski, J.T., May-Jun 02 12-15
Moynihan, B., see Rocchesso, D., Jul-Aug 02 CD-ROM
Munzner, T. Guest editor’s introduction: Information visualization [special section intro.]; Jan-Feb 02 20-21
Murray, M.O., see Kasik, D.J., May-Jun 02 56-64
N
Naemura, T., J. Tago, and H. Harashima. Real-time video-based modeling and rendering of 3D scenes; Mar-Apr 02 66-73
Nakame, E., see X. Qin, Jan-Feb 02 68-78
Nixon, D., and R. Lobb. A fluid-based soft-object model; Jul-Aug 02 68-75
O
Oka, K., Y. Sato, and H. Koike. Real-time tracking of multiple fingertips and gesture recognition for augmented desk interface systems; Nov-Dec 02 64-71
Ouyoung, M., see I.-C. Lin, Nov-Dec 02 72-80
P
Pasztor, E.C., see Freeman, W.T., Mar-Apr 02 56-65
Perkins, M.C., see Dodson, M.G., Jul-Aug 02 CD-ROM
Picard, M., see Godin, G., Sep-Oct 02 24-35
Pinz, A., see Ribo, M., Nov-Dec 02 54-63
Prince, S., see Billinghurst, M., Nov-Dec 02 11-13
Prince, S.J.D., Ke Xu, and A.D. Cheok. Augmented reality camera tracking with homographies; Nov-Dec 02 39-45
Pritchard, J., see Corney, J., May-Jun 02 65-74
Q
Qin, X., E. Nakame, and K. Tadamura. Automatically compositing still images and landscape video sequences; Jan-Feb 02 68-78
R
Rea, H., see Corney, J., May-Jun 02 65-74
Regli, W.C., see Cera, C.D., May-Jun 02 43-55
Rheingans, P. Are we there yet? Exploring with dynamic visualization; Jan-Feb 02 6-10
Ribarsky, W., T. Wasilewski, and N. Faust. From urban terrain models to visible cities; Jul-Aug 02 10-15
Ribo, M., P. Lang, H. Ganster, M. Brandner, C. Stock, and A. Pinz. Hybrid tracking for outdoor AR applications; Nov-Dec 02 54-63
Rioux, M., see Godin, G., Sep-Oct 02 24-35
Rocchesso, D., M. Fernstrom, R. Bresin, and B. Moynihan. The sounding object [development of sound models]; Jul-Aug 02 CD-ROM
Rogers, D.H., see Crossno, P., Nov-Dec 02 6-10
Rolland, J., L. Davis, Y. Ha, C. Meyer, V. Shaoulov, A. Akay, H. Zheng, R. Banks, and D. Ben Vento. 3D visualization and imaging in distributed collaborative environments; Jan-Feb 02 11-13
Rushmeier, H., see Bernardini, F., Jan-Feb 02 59-67
Rushmeier, H., see Chalmers, A., Sep-Oct 02 22-23
S
Saffer, J., see Lee, J.P., Sep-Oct 02 6-11
Sato, Y., see Oka, K., Nov-Dec 02 64-71
Savioja, L., see Lokki, T., Jul-Aug 02 49-57
Schleich, J.-M., C. Almange, J.-L. Dillenseger, and J.-L. Courtois. Understanding normal cardiac development using animated models; Jan-Feb 02 14-19
Shaoulov, V., see Rolland, J., Jan-Feb 02 11-13
Shapirstein, Y., see Cera, C.D., May-Jun 02 43-55
Sheppard, L., and M. Kohorst. CAD speeds up dinnerware designs; Sep-Oct 02 16-20
Simon, G., and M.-O. Berger. Pose estimation for planar structures; Nov-Dec 02 46-53
Singh, G. If Escher has a computer [sculpture CAD]; May-Jun 02 4-5
Singh, G. Worldwide design [About the Cover]; Mar-Apr 02 4-5
Singh, G. Surrendering control; Jul-Aug 02 4-5
Singh, G. Shedding light on his world [About the Cover]; Sep-Oct 02 4-5
Skupin, A. A cartographic approach to visualizing conference abstracts; Jan-Feb 02 50-58
Sosnoski, J., see Johnson, A., Sep-Oct 02 61-67
Stephenson, P. Staying on the straight and narrow: The ideas behind iterative line digitization algorithms; Jul-Aug 02 CD-ROM
Stock, C., see Ribó, M., Nov-Dec 02 54-63
Stricker, D., see Vlahakis, V., Sep-Oct 02 52-60
Swamy, S.N., see Kasik, D.J., May-Jun 02 56-64

T
Tadamura, K., see X. Qin, Jan-Feb 02 68-78
Tago, J., see Naemura, T., Mar-Apr 02 66-73
Takala, T., see Lokki, T., Jul-Aug 02 49-57
Taubin, G., see Bernardini, F., Jan-Feb 02 59-67
Taylor, J., see Godin, G., Sep-Oct 02 24-35
Taylor, R. Visualizing multiple fields on the same surface; May-Jun 02 6-10
Tecchia, F., C. Loscos, and Y. Chrysanthou. Image-based crowd rendering; Mar-Apr 02 36-43
Troy, J.J., see Kasik, D.J., May-Jun 02 56-64
Tsingos, N., I. Carlbom, G. Elko, R. Kubli, and T. Funkhouser. Validating acoustical simulations in the Bell Labs Box; Jul-Aug 02 28-37
Tsotros, M., see Vlahakis, V., Sep-Oct 02 52-60
Turnage, A. Reducing aircraft noise with computer graphics; May-Jun 02 16-21
Turner, A. CD-ROM supplement: The premier digital media issue [special section intro.]; Jul-Aug 02

V
Vaanen, R., see Lokki, T., Jul-Aug 02 49-57
Valuyeva, J., see Kosowski, J.T., May-Jun 02 12-15
Vila, C., see Contero, M., May-Jun 02 32-42

W
Walker, K.L., see Erbacher, R.F., Jan-Feb 02 38-47
Wasilewski, T., see Ribarsky, W., Jul-Aug 02 10-15
Weeks, J. Real-time rendering in curved spaces; Nov-Dec 02 90-99
Welch, G., and E. Foxlin. Motion tracking for computer graphics no silver bullet, but a respectable arsenal; Nov-Dec 02 24-38
Werman, M., see Dubnov, S., Jul-Aug 02 38-48
White, J.C., see Dodson, M.G., Jul-Aug 02 CD-ROM
Wolfe, R.H., see Kosowski, J.T., May-Jun 02 12-15
Wong, T.-T. Solving visibility with epipolar geometry; Jul-Aug 02 CD-ROM

X
Xueying Qin, E. Nakamae, and K. Tadamura. Automatically compositing still images and landscape video sequences; Jan-Feb 02 68-78

Y
Yeh, J.-S., see I.-C. Lin, Nov-Dec 02 72-80

Z
Zeltzer, D., see Jungclaus, J., Jul-Aug 02 CD-ROM
Zheng, H., see Rolland, J., Jan-Feb 02 11-13

SUBJECT INDEX

Acoustic applications
virtual worlds and real sounds (special section). Jul-Aug 02 22-67
virtual worlds, real sounds (special section intro.). Cook, P.R., Jul-Aug 02 22

Acoustic devices
virtual worlds and real sounds (special section). Jul-Aug 02 22-67
virtual worlds, real sounds (special section intro.). Cook, P.R., Jul-Aug 02 22

Acoustic equipment; cf. Acoustic devices

Acoustic noise; cf. Noise pollution

Acoustics
development of sound models. Rocchesso, D., +, Jul-Aug 02 CD-ROM
virtual worlds and real sounds (special section). Jul-Aug 02 22-67
virtual worlds, real sounds (special section intro.). Cook, P.R., Jul-Aug 02 22

Acoustic signal processing
Bell Labs Box, sound propag. simul. validation. Tsingos, N., +, Jul-Aug 02 28-37
interactive virtual auditory environ., sound rendering. Lokki, T., +, Jul-Aug 02 49-57
sound prod. and modeling. Cook, P.R., Jul-Aug 02 23-27
texture synthesis, wavelet tree learning. Dubnov, S., +, Jul-Aug 02 38-48

Acoustic wave propagation
Bell Labs Box, sound propag. simul. validation. Tsingos, N., +, Jul-Aug 02 28-37

Active vision
opt. 3D imaging for heritage appls. Godin, G., +, Sep-Oct 02 24-35

Aerodynamics
noise reduction using computer graphics. Turnage, A., May-Jun 02 16-21

Aerospace; cf. Aerospace computing
Aerospace computing
noise reduction using computer graphics. Turnage, A., May-Jun 02 16-21

Aircraft
noise reduction using computer graphics. Turnage, A., May-Jun 02 16-21

Aircraft; cf. Helicopters

Algebra
geometric alg. Mann, S., +, Jul-Aug 02 58-67

Algebra; cf. Polynomials
Algebraic codes; cf. Algebraic geometric codes
Algebraic geometric codes
geometric algebra, comput. framework for geom. appls., part 1 (Tutorial). Dorst, L., +, May-Jun 02 24-31

Archaeology
Archeoguide augmented reality guide for archeological sites. Vlahakis, V., +, Sep-Oct 02 52-60
Augmented reality
3D visualization and imaging in distributed collaborative environ. Rolland, J., +, Jan-Feb 02 11-13
Archeoguide augmented reality guide for archeological sites. Vlahakis, V., +, Sep-Oct 02 52-60
augmented reality camera tracking with homographies. Prince, S.J.D., +, Nov-Dec 02 39-45
authors, mobile user interfaces. Bell, B., +, Jul-Aug 02 6-9
hybrid tracking for outdoor AR applications. Ribo, M., +, Nov-Dec 02 54-63
mobile augmented reality, inform. filtering. Julier, S., +, Sep-Oct 02 12-15
pose estimation for planar structures. Simon, G., +, Nov-Dec 02 46-53
real-time tracking of multiple fingertips and gesture recognition for augmented desk interface systems. Oka, K., +, Nov-Dec 02 64-71
real world teleconferencing (Projects in VR). Billinghurst, M., +, Nov-Dec 02 11-13

Authoring systems
design semantics authoring, collaborative 3D environ. Cera, C.D., +, May-Jun 02 43-55

Automation; cf. Robots

B
Behavioral sciences; cf. Psychology
Biology; cf. Cardiology

Biology computing
bioinformatics/cheminformatics visualization. Lee, J.P., +, Sep-Oct 02 6-11

Biomechanics
biomechanics and cyber human (Applications). Nov-Dec 02 14-20

Biomedical education
cardiac develop. education via animated models. Schleich, J.-M., +, Jan-Feb 02 14-19

Biomedical engineering; cf. Biomedical education
Biometrics (access control)
visual biometrics. Kroeker, K.L., Jul-Aug 02 16-21

Biometrics (access control); cf. Fingerprint identification

Biophysics; cf. Biomechanics

Business graphics
staying on the straight and narrow, the ideas behind iterative line digitization algorithms. Stephenson, P., Jul-Aug 02 CD-ROM

C
CAD
complex 3D models, graphics display eval. Kasik, D.J., +, May-Jun 02 56-64
design semantics authoring, collaborative 3D environ. Cera, C.D., +, May-Jun 02 43-55
interactive pop-up card design. Glassner, A., Jan-Feb 02 79-86
noise reduction using computer graphics. Turnage, A., May-Jun 02 16-21
pop-up card design assistant, interactive. Glassner, A., Mar-Apr 02 74-85
sculpture, CAD/graphics. Singh, G., May-Jun 02 4-5

CAD/CAM
dinnerware design using CAD. Sheppard, L., +, Sep-Oct 02 16-20
graphics in advanced computer-aided design (special section). May-Jun 02 22-74
graphics in advanced computer-aided design (special section intro.). Bliss, F., +, May-Jun 02 22-23

Calibration
development of sound models. Rocchesso, D., +, Jul-Aug 02 CD-ROM

Cameras
augmented reality camera tracking with homographies. Prince, S.J.D., +, Nov-Dec 02 39-45
pose estimation for planar structures. Simon, G., +, Nov-Dec 02 46-53

Cardiology
animated models for cardiac develop. education. Schleich, J.-M., +, Jan-Feb 02 14-19

Cartography
conf. abstr. visualization using cartographic approach. Skupin, A., Jan-Feb 02 50-58

Ceramic industry
dinnerware design using CAD. Sheppard, L., +, Sep-Oct 02 16-20

Chemistry computing
bioinformatics/cheminformatics visualization. Lee, J.P., +, Sep-Oct 02 6-11

Civil engineering; cf. Civil engineering computing
Civil engineering computing
still images and landscape video seqs., automatic compositing. Qin, X., +, Jan-Feb 02 68-78

Cognitive systems
information visualization (special section). Jan-Feb 02 20-58
information visualization (special section intro.). Munzner, T., Jan-Feb 02 20-21

Color; cf. Color graphics
Color graphics
dyn. visualization. Rheingans, P., Jan-Feb 02 6-10

Computational fluid dynamics
noise reduction using computer graphics. Turnage, A., May-Jun 02 16-21
water flow in computer graphics. Glassner, A., Jul-Aug 02 88-97

**Computational geometry**

alg. Mann, S., +, Jul-Aug 02 58-67

**Computation theory**

geometric algebra, comput. framework for geom. appls., part 1 (Tutorial). Dorst, L., +, May-Jun 02 24-31

**Computer aided analysis; cf. Hybrid simulation**

graphics in advanced computer-aided design (special section). May-Jun 02 22-74

graphics in advanced computer-aided design (special section intro.). Bliss, F., +, May-Jun 02 22-23

**Computer aided instruction**
cardiac develop. education via animated models. Schleich, J.-M., +, Jan-Feb 02 14-19
elementary school education augmentation with VR technol. Johnson, A., +, Mar-Apr 02 6-9

Virtual Harlem VR-based learning environ. Johnson, A., +, Sep-Oct 02 61-67

**Computer animation**
cardiac develop. education via animated models. Schleich, J.-M., +, Jan-Feb 02 14-19
crowds, image-based rendering. Tecchia, F., +, Mar-Apr 02 36-43
development of sound models. Rocchesso, D., +, Jul-Aug 02 CD-ROM

fluid-based soft obj. model. Nixon, D., +, Jul-Aug 02 68-75

interactive 3D entertainment, dyn. full-body motion devices. Kaney, K., +, Jul-Aug 02 76-86

reliable extraction of realistic 3D facial animation parameters from mirror-reflected multi-view video clips. I.-C. Lin, +, Nov-Dec 02 72-80

World Trade Center attack, computer graphics use in aftermath. Delaney, B., Mar-Apr 02 16-23

**Computer applications**
geometric algebra, comput. framework for geom. appls., part 1 (Tutorial). Dorst, L., +, May-Jun 02 24-31

hybrid tracking for outdoor AR applications. Ribo, M., +, Nov-Dec 02 54-63

**Computer applications; cf. CAD/CAM; CAD; Medical computing; Multimedia systems; Natural sciences computing**

**Computer debugging**

Visual debugging (Visualization Viewpoints). Crossno, P., +, Nov-Dec 02 6-10

**Computer displays**

complex 3D models, graphics display eval. Kasik, D.J., +, May-Jun 02 56-64

**Computer games**

interactive 3D entertainment, dyn. full-body motion devices. Kaney, K., +, Jul-Aug 02 76-86

real-time rendering in curved spaces. Weeks, J., Nov-Dec 02 90-99

**Computer graphic equipment**

complex 3D models, graphics display eval. Kasik, D.J., +, May-Jun 02 56-64

**Computer graphics**

analysis and statistics of line distribution. Chen, J.X., +, Nov-Dec 02 100-107

approx. images creation using relax. and optimization. Glassner, A., Sep-Oct 02 76-85

augmented reality camera tracking with homographies. Prince, S.J.D., +, Nov-Dec 39-45

Baum, Aaron Wolf, interactive self-organizing art syists. Singh, G., Jul-Aug 02 4-5

complex 3D models, graphics display eval. Kasik, D.J., +, May-Jun 02 56-64

computer graphics in art history and archaeology (special section intro.). Chalmers, A., +, Sep-Oct 02 22-23

computer graphics in art history and archaeology (special section intro.). Sep-Oct 02 22-67

dinnerware design using CAD. Sheppard, L., +, Sep-Oct 02 16-20

geometric algebra, comput. framework for geom. appls., part 1 (Tutorial). Dorst, L., +, May-Jun 02 24-31

graphics in advanced computer-aided design (special section). May-Jun 02 22-74

graphics in advanced computer-aided design (special section intro.). Bliss, F., +, May-Jun 02 22-23

information visualization (special section). Jan-Feb 02 20-58

information visualization (special section intro.). Munzner, T., Jan-Feb 20-21

interactive pop-up card design. Glassner, A., Jan-Feb 02 79-86

Michelangelo’s Florentine Pieta, 3D model project. Bernardini, F., +, Jan-Feb 02 59-67

motion tracking for computer graphics no silver bullet, but respectable arsenal. Welch, G., +, Nov-Dec 02 24-38

pop-up card design assistant, interactive. Glassner, A., Mar-Apr 02 74-85


time rendering in curved spaces. Weeks, J., Nov-Dec 02 90-99

real world teleconferencing (Projects in VR). Billinghamurst, M., +, Nov-Dec 02 11-13

sculpture, CAD/graphics. Singh, G., May-Jun 02 4-5

shedding light on his world (About the Cover). Singh, G., Sep-Oct 02 4-5

staying on the straight and narrow, the ideas behind iterative line digitization algorithms. Stephenson, P., Jul-Aug 02 CD-ROM

still images and landscape video seqs., automatic compositing. Qin, X., +, Jan-Feb 02 68-78

strip-cut document assembly. Glassner, A., May-Jun 02 76-86

water flow in computer graphics. Glassner, A., Jul-Aug 02 88-97

worldwide design (About the Cover). Singh, G., Mar-Apr 02 4-5

**Computer graphics; cf. Business graphics; Color graphics; Computer animation; Data visualization; Engineering graphics; Realistic images; Rendering (computer graphics); Solid modeling; Virtual reality**

**Computer interfaces**
real-time tracking of multiple fingertips and gesture recognition for augmented desk interface systems. Oka, K., +, Nov-Dec 02 64-71

**Computer networks**
collaborative virtual environ., multicast networking. Fisher, H., Sep-Oct 02 68-75

**Computer peripheral equipment; cf. Computer displays; Computer graphic equipment; Interactive devices**

**Computer software**
worldwide design (About the Cover). Singh, G., Mar-Apr 02 4-5

**Computer software; cf. Subroutines**

**Computer vision**
mosaic constr., automated, via topol. inference. Hsu, S., +, Mar-Apr 02 44-54

**Computer vision; cf. Active vision**

**Concurrent engineering**
product data quality and collaborative engng. (Survey). Contero, M., +, May-Jun 02 32-42

**Costing; cf. Life cycle costing**

**Curvature measurement**
real-time rendering in curved spaces. Weeks, J., Nov-Dec 02 90-99

**Cybernetics**
biomechanics and cyber human (Applications). Nov-Dec 02 14-20

**Data analysis**
product data quality and collaborative engng. (Survey). Contero, M., +, May-Jun 02 32-42

**Database management systems**
product data quality and collaborative engng. (Survey). Contero, M., +, May-Jun 02 32-42

**Data compression**
crowds, image-based rendering. Tecchia, F., +, Mar-Apr 02 36-43

**Data gloves**
Baum, Aaron Wolf, interactive self-organizing art systs. Singh, G., Jul-Aug 02 4-5

**Data handling; cf. Data analysis**

**Data visualization**
3D visualization and imaging in distributed collaborative environ. Rolland, J., +, Jan-Feb 02 11-13

Archeoguide augmented reality guide for archeological sites. Vlahakis, V., +, Sep-Oct 02 52-60

bioinformatics/cheminformatics visualization. Lee, J.P., +, Sep-Oct 02 6-11

Cave Automatic Virtual Environment, archeological anal. Vote, E., +, Sep-Oct 02 38-50

conf. abstr. visualization using cartographic approach. Skupin, A., Jan-Feb 02 50-58

Deep view, high-resoln. VR. Klosowski, J.T., +, May-Jun 02 12-15

dyn. visualization. Rheinlaund, P., Jan-Feb 02 6-10

esthetics of scientific visualizations. Healey, C.G., +, Mar-Apr 02 10-15

focus+context tech. for inform. visualization. Kosara, R., +, Jan-Feb 02 22-29

graph visualization toolkits. Dogrusoz, U., +, Jan-Feb 02 30-37

information visualization (special section). Jan-Feb 02 20-58

information visualization (special section intro.). Munzner, T., Jan-Feb 02 20-21

intrusion and misuse detect. in computer systs., inform. visualization. Erbacher, R.F., +, Jan-Feb 02 38-47

multiple 3D field visualization. Taylor, R., May-Jun 02 6-10

noise reduction using computer graphics. Turnage, A., May-Jun 02 16-21

unwrapping and visualizing cuneiform tablets. Anderson, S.E., +, Nov-Dec 02 82-89

Visual debugging (Visualization Viewpoints). Crossno, P., +, Nov-Dec 02 6-10

visualization of Goes Over All Terrain (GOAT) robot. Dodson, M.G., +, Jul-Aug 02 CD-ROM

whirled 2×2 matrices, visualization. Blinn, J.F., Jul-Aug 02 98-102

Design engineering
worldwide design (About the Cover). Singh, G., Mar-Apr 02 4-5

Design engineering; cf. Product development

Dexterous manipulators
real-time tracking of multiple fingertips and gesture recognition for augmented desk interface systems. Oka, K., +, Nov-Dec 02 64-71

Diagrams
quartic discriminants and tensor invariants. Blinn, J.F., Mar-Apr 02 86-91

staying on the straight and narrow, the ideas behind iterative line digitization algorithms. Stephenson, P., Jul-Aug 02 CD-ROM

Differential equations
fluid-based soft obj. model. Nixon, D., +, Jul-Aug 02 68-75

Digital communication


Digital simulation
Bell Labs Box, sound propag. simul. validation. Tsingos, N., +, Jul-Aug 02 28-37

fluid-based soft obj. model. Nixon, D., +, Jul-Aug 02 68-75

interactive 3D entertainment, dyn. full-body motion devices. Kaney, K., +, Jul-Aug 02 76-86

Digital simulation; cf. Virtual machines

Digital systems; cf. Computer networks;

Digital communication

Displacement control
unwrapping and visualizing cuneiform tablets. Anderson, S.E., +, Nov-Dec 02 82-89

Display instrumentation; cf. Computer displays; Helmet mounted displays; Three-dimensional displays

Distributed processing; cf. Computer networks; Mobile computing; Network operating systems; Parallel processing

Document handling; cf. Document image processing; Text analysis

Document image processing

**IEEE Computer Graphics and Applications** 125
strip-cut document assembly. Glassner, A., May-Jun 02 76-86

Education; cf. Biomedical education; Humanities; Teaching
Educational computing; cf. Computer aided instruction
Emergency services
3D City. Ribarsky, W., +, Jul-Aug 02 10-15
World Trade Center attack, computer graphics use in aftermath. Delaney, B., Mar-Apr 02 16-23
Engineering; cf. Concurrent engineering; Design engineering
Engineering computing; cf. Aerospace computing; Civil engineering computing; Computer aided engineering; Engineering graphics; Engineering information systems; Virtual machines
Engineering graphics
design semantics authoring, collaborative 3D environ. Cera, C.D., +, May-Jun 02 43-55
noise reduction using computer graphics. Turnage, A., May-Jun 02 16-21
shape matching, coarse filters. Corney, J., +, May-Jun 02 65-74
Engineering information systems
shape matching, coarse filters. Corney, J., +, May-Jun 02 65-74
Entertainment
interactive 3D entertainment, dyn. full-body motion devices. Kaney, K., +, Jul-Aug 02 76-86

Face recognition
reliable extraction of realistic 3D facial animation parameters from mirror-reflected multi-view video clips. I.-C. Lin, +, Nov-Dec 02 72-80
Fingerprint identification
real-time tracking of multiple fingertips and gesture recognition for augmented desk interface systems. Oka, K., +, Nov-Dec 02 64-71
Finite element analysis
biomechanics and cyber human (Applications). Nov-Dec 02 14-21
Flow; cf. Flow separation
Flow measurement; cf. Flow visualization
Flow separation
noise reduction using computer graphics. Turnage, A., May-Jun 02 16-21
Flow simulation
water flow in computer graphics. Glassner, A., Jul-Aug 02 88-97
Flow visualization
noise reduction using computer graphics. Turnage, A., May-Jun 02 16-21
Fluid dynamics; cf. Aerodynamics; Computational fluid dynamics
Geographic information systems

World Trade Center attack, computer graphics use in aftermath. Delaney, B., Mar-Apr 02 16-23
Geometric codes; cf. Algebraic geometric codes
Geometric programming
geometric algebra, comput. framework for geom. appls., part 1 (Tutorial). Dorst, L., +, May-Jun 02 24-31
Geometry
quartic discriminants and tensor invariants. Blinn, J.F., Mar-Apr 02 86-91
solving visibility with epipolar geometry. T.-T. Wong, Jul-Aug 02 CD-ROM
Geophysical techniques; cf. Terrain mapping
Gesture recognition
real-time tracking of multiple fingertips and gesture recognition for augmented desk interface systems. Oka, K., +, Nov-Dec 02 64-71
Government policies; cf. Research initiatives
Graphical user interfaces
graph visualization toolkits. Dogrusoz, U., +, Jan-Feb 02 30-37
Graphs
graph visualization toolkits. Dogrusoz, U., +, Jan-Feb 02 30-37
Groupware
3D visualization and imaging in distributed collaborative environ. Rolland, J., +, Jan-Feb 02 11-13
collaborative virtual environ., multicast networking. Fisher, H., Sep-Oct 02 68-75
design semantics authoring, collaborative 3D environ. Cera, C.D., +, May-Jun 02 43-55
graphics in advanced computer-aided design (special section). May-Jun 02 22-74
graphics in advanced computer-aided design (special section intro.). Bliss, F., +, May-Jun 02 22-23
shape matching, coarse filters. Corney, J., +, May-Jun 02 65-74

Hearing
sound prod. and modeling. Cook, P.R., Jul-Aug 02 23-27
Helicopters
noise reduction using computer graphics. Turnage, A., May-Jun 02 16-21
Helmet mounted displays
3D visualization and imaging in distributed collaborative environ. Rolland, J., +, Jan-Feb 02 11-13
real world teleconferencing (Projects in VR). Billinghamurst, M., +, Nov-Dec 02 11-13
History
scientific visualizations, esthetics. Healey, C.G., +, Mar-Apr 02 10-15
Virtual Harlem VR-based learning environ. Johnson, A., +, Sep-Oct 02 61-67
Hobby computing
pop-up card design assistant, interactive. Glassner, A., Mar-Apr 02 74-85
Human factors
conf. abstr. visualization using cartographic approach. Skupin, A., Jan-Feb 02 50-58
dyn. visualization. Rheingans, P., Jan-Feb 02 6-10
focus + context tech. for inform. visualization. Kosara, R., +, Jan-Feb 02 22-29
scientific visualizations, esthetics. Healey, C.G., +, Mar-Apr 02 10-15

Humanities
act. opt. 3D imaging for heritage appls. Godin, G., +, Sep-Oct 02 24-35

Hybrid simulation
Hybrid tracking for outdoor AR applications. Ribo, M., +, Nov-Dec 02 54-63

Image analysis
solving visibility with epipolar geometry. Tien-Tsin Wong, Jul-Aug 02 CD-ROM

Image processing
Archeoguide augmented reality guide for archeological sites. Vlahakis, V., +, Sep-Oct 02 52-60
image-based modeling, rendering, and lighting (special section). Mar-Apr 02 24-73
image-based modeling, rendering, and lighting (special section intro.). Debevec, P., +, Mar-Apr 02 24-25
Michelangelo’s Florentine Pieta, 3D model project. Bernardini, F., +, Jan-Feb 02 59-67
mobile augmented reality, inform. filtering. Juliet, S., +, Sep-Oct 02 12-15
solving visibility with epipolar geometry. Tien-Tsin Wong, Jul-Aug 02 CD-ROM

Image processing; cf. Computer vision;
Document image processing; Image reconstruction; Image representation; Image resolution;
Image sequences; Stereo image processing; Video signal processing

Image recognition
visual biometrics. Kroeker, K.L., Jul-Aug 02 16-21

Image recognition; cf. Face recognition;
Fingerprint identification; Gesture recognition; Image texture

Image reconstruction
strip-cut document assembly. Glassner, A., May-Jun 02 76-86

Image representation
example-based super-resoln. of images. Freeman, W.T., +, Mar-Apr 02 56-65

Image resolution
act. opt. 3D imaging for heritage appls. Godin, G., +, Sep-Oct 02 24-35
element-based super-resoln. of images. Freeman, W.T., +, Mar-Apr 02 56-65

Image segmentation
mosaic constr., automated, via topol. inference. Hsu, S., +, Mar-Apr 02 44-54

Image sequences
3D scenes, real-time video-based modeling/rendering. Naemura, T., +, Mar-Apr 02 66-73

Image texture
crowds, image-based rendering. Tecchia, F., +, Mar-Apr 02 36-43
element-based super-resoln. of images. Freeman, W.T., +, Mar-Apr 02 56-65

Imaging
computer graphics in art history and archaeology (special section intro.). Chalmers, A., +, Sep-Oct 02 22-23
computer graphics in art history and archaeology (special section intro.). Sep-Oct 02 22-67
shedding light on his world (About the Cover). Singh, G., Sep-Oct 02 4-5
worldwide design (About the Cover). Singh, G., Mar-Apr 02 4-5

Information analysis; cf. Text analysis

Information networks; cf. Internet

Information retrieval systems; cf. Online front-ends; Search engines

Information systems; cf. Database management systems; Engineering information systems;
Geographic information systems

Interactive devices
virtual worlds and real sounds (special section). Jul-Aug 02 22-67
virtual worlds, real sounds (special section intro.). Cook, P.R., Jul-Aug 02 22

Interactive systems
pop-up card design assistant, interactive. Glassner, A., Mar-Apr 02 74-85

Interactive systems; cf. Virtual reality

Internet
design semantics authoring, collaborative 3D environ. Cera, C.D., +, May-Jun 02 43-55
shape matching, coarse filters. Corney, J., +, May-Jun 02 65-74
staying on the straight and narrow, the ideas behind iterative line digitization algorithms. Stephenson, P., Jul-Aug 02 CD-ROM

Interpolation
element-based super-resoln. of images. Freeman, W.T., +, Mar-Apr 02 56-65

Invariance
quartic discriminants and tensor invariants. Blinn, J.F., Mar-Apr 02 86-91

Iterative methods
staying on the straight and narrow, the ideas behind iterative line digitization algorithms. Stephenson, P., Jul-Aug 02 CD-ROM
product data quality and collaborative engng. (Survey). Contero, M., +, May-Jun 02 32-42

**Lighting**
image-based modeling, rendering, and lighting (special section). Mar-Apr 02 24-73
image-based modeling, rendering, and lighting (special section intro.).Debevec, P., +, Mar-Apr 02 24-25

**Linear algebra; cf. Tensors**
product data quality and collaborative engng. (Survey). Contero, M., +, May-Jun 02 32-42

**Local area networks; cf. Workstation clusters**

**Manipulators**
development of sound models. Rocchesso, D., +, Jul-Aug 02 CD-ROM

**Manipulators; cf. Dexterous manipulators**

**Marine communication**
Alvin part-task submarine simulator. Jungclaus, J., +, Jul-Aug 02 CD-ROM

**Marine vehicles; cf. Underwater vehicles**

**Mathematical programming**
cardiac develop. education via animated models. Schlech, J.-M., +, Jan-Feb 02 14-19

**Matrix algebra**
whirled 2×2 matrices, visualization. Blinn, J.F., Jul-Aug 02 98-102

**Mechanics; cf. Biomechanics**

**Medical computing**
cardiac develop. education via animated models. Schlech, J.-M., +, Jan-Feb 02 14-19

**Military systems**
visualization of Goes Over All Terrain (GOAT) robot. Dodson, M.G., +, Jul-Aug 02 CD-ROM

**Mirrors**
reliable extraction of realistic 3D facial animation parameters from mirror-reflected multi-view video clips. I.-C. Lin, +, Nov-Dec 02 72-80

**Mobile computing**
Archeoguide augmented reality guide for archeological sites. Vlahakis, V., +, Sep-Oct 02 52-60
augmented reality, mobile user interfaces. Bell, B., +, Jul-Aug 02 6-9
mobile augmented reality, inform. filtering. Julier, S., +, Sep-Oct 02 12-15

**Modeling**
graphics in advanced computer-aided design (special section). May-Jun 02 22-74
graphics in advanced computer-aided design (special section intro.). Bliss, F., +, May-Jun 02 22-23
image-based modeling, rendering, and lighting (special section). Mar-Apr 02 24-73
image-based modeling, rendering, and lighting (special section intro.).Debevec, P., +, Mar-Apr 02 24-25
product data quality and collaborative engng. (Survey). Contero, M., +, May-Jun 02 32-42
reliable extraction of realistic 3D facial animation parameters from mirror-reflected multi-view video clips. I.-C. Lin, +, Nov-Dec 02 72-80
solving visibility with epipolar geometry. T.-T. Wong, Jul-Aug 02 CD-ROM

**Multicasting communication**
collaborative virtual environ., multicasting networking. Fisher, H., Sep-Oct 02 68-75

**Multimedia computing**
interactive 3D entertainment, dyn. full-body motions. Kanev, K., +, Jul-Aug 02 76-86
sound prod. and modeling. Cook, P.R., Jul-Aug 02 23-27

**Multimedia systems**

**Music**
Virtual Harlem VR-based learning environ. Johnson, A., +, Sep-Oct 02 61-67

**Natural sciences computing**
scientific visualizations, esthetics. Healey, C.G., +, Mar-Apr 02 10-15

**Natural sciences computing; cf. Biology computing; Chemistry computing; Physics computing**

**Navigation**
analysis and statistics of line distribution. Chen, J.X., +, Nov-Dec 02 100-107

**Network operating systems**
Deep view, high-resoln. VR. Klosowski, J.T., +, May-Jun 02 12-15

**Noise abatement**
noise reduction using computer graphics. Turnage, A., May-Jun 02 16-21

**Noise pollution**
noise reduction using computer graphics. Turnage, A., May-Jun 02 16-21

**Notebook computers**
augmented reality, mobile user interfaces. Bell, B., +, Jul-Aug 02 6-9

**Numerical analysis; cf. Finite element analysis; Interpolation; Iterative methods**

**Online front-ends**
shape matching, coarse filters. Corney, J., +, May-Jun 02 65-74

**Operating systems (computers); cf. Network operating systems**

**Optical properties; cf. Visibility**

**Optical resolving power; cf. Image resolution**

**Parallel processing**
noise reduction using computer graphics. Turnage, A., May-Jun 02 16-21

**Pattern recognition; cf. Computer vision**

**Personal computing**
interactive pop-up card design. Glassner, A., Jan-Feb 02 79-86
Schleich, J.-M., cardiac develop. education via animated models. 

K., recognition for augmented desk interface systems. 

real-time tracking of multiple fingertips and gesture avoidance. 

02 Dec 02 

crowds, image-based rendering. 

Naemura, T., 3D scenes, real-time video-based modeling/rendering. 

Rendering (computer graphics) 

3D visualization and imaging in distributed collaborative environ. Rolland, J., +, Jan-Feb 02 11-13 

Physics computing 

3D visualization and imaging in distributed collaborative environ. Rolland, J., +, Jan-Feb 02 11-13 

Physics computing; cf. Computational fluid dynamics 

Planning; cf. Town and country planning 

Pollution; cf. Noise pollution 

Polynomials 

quartic discriminants and tensor invariants. Blinn, J.F., Mar-Apr 02 86-91 

Product development 

product data quality and collaborative engng. (Survey). Contero, M., +, May-Jun 02 32-42 

Programming; cf. Visual programming 

Psychology 

scientific visualizations, esthetics. Healey, C.G., +, Mar-Apr 02 10-15 

Q-factor 

product data quality and collaborative engng. (Survey). Contero, M., +, May-Jun 02 32-42 

Realistic images 

fluid-based soft obj. model. Nixon, D., +, Jul-Aug 02 68-75 

tensor invariants. Blinn, J.F., Mar-Apr 02 86-91 

Real-time systems 

3D scenes, real-time video-based modeling/rendering. Naemura, T., +, Mar-Apr 02 66-73 

crowds, image-based rendering. Tecchia, F., +, Mar-Apr 02 36-43 

image-based modeling, rendering, and lighting (special section). Mar-Apr 02 24-73 

image-based modeling, rendering, and lighting (special section intro.). Debevec, P., +, Mar-Apr 02 24-25 

pose estimation for planar structures. Simon, G., +, Nov-Dec 02 46-53 

real-time rendering in curved spaces. Weeks, J., Nov-Dec 02 90-99 

real-time tracking of multiple fingertips and gesture recognition for augmented desk interface systems. Oka, K., +, Nov-Dec 02 64-71 

sound prod. and modeling. Cook, P.R., Jul-Aug 02 23-27 

Records management; cf. Document image processing 

Reliability 

reliable extraction of realistic 3D facial animation parameters from mirror-reflected multi-view video clips. I.-C. Lin, +, Nov-Dec 02 72-80 

Remote sensing; cf. Terrain mapping 

Rendering (computer graphics) 

3D scenes, real-time video-based modeling/rendering. Naemura, T., +, Mar-Apr 02 66-73 

cardiac develop. education via animated models. Schleich, J.-M., +, Jan-Feb 02 14-19 

crowds, image-based rendering. Tecchia, F., +, Mar-Apr 02 36-43 

Deep view, high-resoln. VR. Klosowski, J.T., +, May-Jun 02 12-15 

equation-based super-resoln. of images. Freeman, W.T., +, Mar-Apr 02 56-65 

image-based lighting tech. for realistic rendered appearances. Debevec, P., Mar-Apr 02 26-34 

image-based modeling, rendering, and lighting (special section). Mar-Apr 02 24-73 

image-based modeling, rendering, and lighting (special section intro.). Debevec, P., +, Mar-Apr 02 24-25 

interactive virtual auditory environ., sound rendering. Lokki, T., +, Jul-Aug 02 49-57 

real-time rendering in curved spaces. Weeks, J., Nov-Dec 02 90-99 

solving visibility with epipolar geometry. Wong, T.-T., Jul-Aug 02 CD-ROM 

Research initiatives 

Alvin part-task submarine simulator. Jungclaus, J., +, Jul-Aug 02 CD-ROM 

Robots 

visualization of Goes Over All Terrain (GOAT) robot. Dodson, M.G., +, Jul-Aug 02 CD-ROM 

Robots; cf. Manipulators 

Safety systems 

intrusion and misuse detect. in computer syts., inform. visualization. Erbacher, R.F., +, Jan-Feb 02 38-47 

Search engines 

shape matching, coarse filters. Corney, J., +, May-Jun 02 65-74 

Security; cf. Safety systems; Security of data 

Security of data 

information visualization (special section). Jan-Feb 02 20-58 

information visualization (special section intro.). Munsner, T., Jan-Feb 02 20-21 

intrusion and misuse detect. in computer syts., inform. visualization. Erbacher, R.F., +, Jan-Feb 02 38-47 

Sensor fusion 

World Trade Center attack, computer graphics use in aftermath. Delaney, B., Mar-Apr 02 16-23 

Sequences; cf. Image sequences 

Signal processing; cf. Data compression; Image processing; Sensor fusion; Video signal processing 

Signal processing 

Signal reconstruction; cf. Image reconstruction 

Signal representation; cf. Image representation 

Signal resolution; cf. Image resolution 

Simulation; cf. Hybrid simulation 

Simulations 

Alvin part-task submarine simulator. Jungclaus, J., +, Jul-Aug 02 CD-ROM 

virtual worlds and real sounds (special section). Jul-Aug 02 22-67 

virtual worlds, real sounds (special section intro.). Cook, P.R., Jul-Aug 02 22 

Software engineering 

worldwide design (About the Cover). Singh, G., Mar-Apr 02 4-5
Software tools; cf. Authoring systems
Solid modeling
act. opt. 3D imaging for heritage appls. Godin, G., +, Sep-Oct 02 24-35
Spatial variables control; cf. Displacement control; Motion control
Spatial variables measurement; cf. Curvature measurement
Special issues and sections
computer graphics in art history and archaeology (special section intro.). Chalmers, A., +, Sep-Oct 02 22-23
computer graphics in art history and archaeology (special section intro.). Sep-Oct 02 22-67
graphics in advanced computer-aided design (special section). May-Jun 02 22-74
graphics in advanced computer-aided design (special section intro.). Bliss, F., +, May-Jun 02 22-23
image-based modeling, rendering, and lighting (special section). Mar-Apr 02 24-73
image-based modeling, rendering, and lighting (special section intro.). Debevec, P., +, Mar-Apr 02 24-25
information visualization (special section). Jan-Feb 02 20-58
information visualization (special section intro.). Munzner, T., Jan-Feb 02 20-21
virtual worlds and real sounds (special section). Jul-Aug 02 22-67
virtual worlds, real sounds (special section intro.). Cook, P.R., Jul-Aug 02 22
Statistical analysis
analysis and statistics of line distribution. Chen, J.X., +, Nov-Dec 02 100-107
Statistics; cf. Statistical analysis
Stereo image processing
3D scenes, real-time video-based modeling/rendering. Naemura, T., +, Mar-Apr 02 66-73
Subroutines
staying on the straight and narrow, the ideas behind iterative line digitization algorithms. Stephenson, P., Jul-Aug 02 CD-ROM
Surveillance
visualization of Goes Over All Terrain (GOAT) robot. Dodson, M.G., +, Jul-Aug 02 CD-ROM
Tensors
quartic discriminants and tensor invariants. Blinn, J.F., Mar-Apr 02 86-91
Terrain mapping
visualization of Goes Over All Terrain (GOAT) robot. Dodson, M.G., +, Jul-Aug 02 CD-ROM
Text analysis
conf. abstr. visualization using cartographic approach. Skupin, A., Jan-Feb 02 50-58
Three-dimensional displays
augmented reality camera tracking with homographies. Prince, S.J.D., +, Nov-Dec 02 39-45
biomechanics and cyber human (Applications). Nov-Dec 02 14-21
computer graphics in art history and archaeology (special section intro.). Chalmers, A., +, Sep-Oct 02 22-23
computer graphics in art history and archaeology (special section intro.). Sep-Oct 02 22-67
geometric algebra, comput. framework for geom. appls., part 1 (Tutorial). Dorst, L., +, May-Jun 02 24-31
graphics in advanced computer-aided design (special section). May-Jun 02 22-74
graphics in advanced computer-aided design (special section intro.). Bliss, F., +, May-Jun 02 22-23
pose estimation for planar structures. Simon, G., +, Nov-Dec 02 46-53
real world teleconferencing (Projects in VR). Billinghamurst, M., +, Nov-Dec 02 11-13
reliable extraction of realistic 3D facial animation parameters from mirror-reflected multi-view video clips. I.-C. Lin, +, Nov-Dec 02 72-80
unwrapping and visualizing cuneiform tablets. Anderson, S.E., +, Nov-Dec 02 82-89
Topology
mosaic constr., automated, via topol. inference. Hsu, S., +, Mar-Apr 02 44-54
Town and country planning
3D City. Ribarsky, W., +, Jul-Aug 02 10-15
World Trade Center attack, computer graphics use in aftermath. Delaney, B., Mar-Apr 02 16-23
Tracking
augmented reality camera tracking with homographies. Prince, S.J.D., +, Nov-Dec 02 39-45
hybrid tracking for outdoor AR applications. Ribo, M., +, Nov-Dec 02 54-63
motion tracking for computer graphics no silver bullet, but respectable arsenal. Welch, G., +, Nov-Dec 02 24-38
pose estimation for planar structures. Simon, G., +, Nov-Dec 02 46-53
Trees (mathematics)
sound texture synthesis, wavelet tree learning. Dubnov, S., +, Jul-Aug 02 38-48
U Underwater vehicles
Alvin part-task submarine simulator. Jungclaus, J., +, Jul-Aug 02 CD-ROM
User interfaces
augmented reality, mobile user interfaces. Bell, B., +, Jul-Aug 02 6-9
Cave Automatic Virtual Environment, archeological anal. Vote, E., +, Sep-Oct 02 38-50
conf. abstr. visualization using cartographic approach. Skupin, A., Jan-Feb 02 50-58
dyn. visualization. Rheingans, P., Jan-Feb 02 6-10
focus + context tech. for inform. visualization. Kosara, R., +, Jan-Feb 02 22-29
sound prod. and modeling. Cook, P.R., Jul-Aug 02 23-27
Virtual Harlem VR-based learning environ. Johnson, A., +, Sep-Oct 02 61-67

User interfaces; cf. Gesture recognition;
Graphical user interfaces

V

Vehicles; cf. Aircraft

Video signal processing
3D scenes, real-time video-based modeling/rendering. Naemura, T., +, Mar-Apr 02 66-73
still images and landscape video seqs., automatic composing. Xueying Qin, +, Jan-Feb 02 68-78

Video signals; cf. Video signal processing

Virtual machines
real world teleconferencing (Projects in VR). Billinghurst, M., +, Nov-Dec 02 11-13
virtual worlds and real sounds (special section). Jul-Aug 02 22-67
virtual worlds, real sounds (special section intro.). Cook, P.R., Jul-Aug 02 22

Virtual reality
3D City. Ribarsky, W., +, Jul-Aug 02 10-15
Bell Labs Box, sound propag. simul. validation. Tsingos, N., +, Jul-Aug 02 28-37
Cave Automatic Virtual Environment, archeological anal. Vote, E., +, Sep-Oct 02 38-50
collaborative virtual environ., multicast networking. Fisher, H., Sep-Oct 02 68-75
Deep view, high-resoln. VR. Klosowski, J.T., +, May-Jun 02 12-15
elementary school education augmentation with VR technol. Johnson, A., +, Mar-Apr 02 6-9
interactive 3D entertainment, dyn. full-body motion devices. Kanev, K., +, Jul-Aug 02 76-86

W

Water
computer graphics, water flow. Glassner, A., Jul-Aug 02 88-97

Wavelet transforms
sound texture synthesis, wavelet tree learning. Dubnov, S., +, Jul-Aug 02 38-48

Workstation clusters
Deep view, high-resoln. VR. Klosowski, J.T., +, May-Jun 02 12-15