Preface

These proceedings contain the papers presented at the International Workshop on Volume Graphics (VG05). This workshop, held in Stony Brook, New York, USA on June 20-21 2005, was organized as a follow-up to the successful biennial international workshops on volume graphics, which were held in Swansea, UK (1999), Stony Brook, New York, USA (2001), and Tokyo, Japan (2003). VG05 was part of Stony Brook Graphics Week, consisting of VG05, Computer Graphics International 2005 (CGI05) and the Point-Based Graphics Symposium 2005 (PBG05).

This VG05 workshop is co-sponsored by the IEEE Computer Society Visualization and Graphics Technical Committee (VGTC) and the European Association for Computer Graphics (Eurographics) in cooperation with ACM SIGGRAPH. This year the proceedings are co-published by IEEE VGTC and Eurographics for the first time, two of the major organizations in the field of computer graphics. We would like to thank our sponsors and the members of the organization committee, especially Heinrich Müller, the Eurographics Workshops Board Chair; Hanspeter Pfister, the IEEE CS VGTC Chair; Dieter W. Fellner, Werner Hansmann, Werner Purgathofer, François Sillion, the Eurographics Workshop Series Editors; and Torsten Möller, the IEEE CS VGTC Publication Chair.

The program of the workshop included paper presentations, a poster session, a keynote lecture, and a panel, focusing on the latest developments in volume graphics. The topics presented at the workshop covered: rendering of time-varying data, medical applications, rendering with physics, extending the limits of volume graphics, modeling and texturing, simplification and representation, and GPU-accelerated rendering.

There were 42 paper submissions covering all major areas of volume graphics. To each of the submissions four domain experts were assigned for reviewing. For each paper at least three reviews were returned, and the majority of papers had four reviews. Based on the reviewer remarks we selected 22 high quality papers for inclusion in these proceedings. We would like to express our thanks to all the reviewers and the International Program Committee for their invaluable work.

Finally we wish to thank the local organizers, in particular Arie Kaufman (General Chair of Stony Brook Graphics Week and Honorary Chair of VG05) and Hong Qin (Co-Chair of CGI05), for their hard work in setting up the workshop.

We are particularly grateful to Bob Bishop, President of SGI, who has always supported the CGI conference by covering the cost of the proceedings. Since VG is an affiliated workshop of CGI this year, we have also benefited from this generous contribution.

We hope that you enjoy VG05 as well as the Stony Brook Graphics Week.

Eduard Gröller, Issei Fujishiro, Klaus Mueller, and Thomas Ertl