

Color Plates

An Algorithm for Polygon Subdivision Based on Vertex Normals  
C. van Overveld, B. Wyvill

Representing and Rendering Sweep Objects using Volume Models  
G. Sealy, G. Wyvill

Model-Based View-Extrapolation for Interactive VR Web-Systems  
D. Cohen-Or

Curve and Surface Design using Multiresolution Constraints  
S. Takahashi, Y. Shinagawa, T. Kunii

A Cached Frame Buffer System for Object-Space Parallel Processing Systems  
H. Kobayashi, T. Maeda, H. Yamauchi, T. Nakamura

Distortion Correction of Magnetic Fields for Position Tracking  
G. Zachmann
upper left: flat shading

upper right: Phong normal vector interpolation

lower left: straight silhouettes removed; polygons replaced by meshes. No precautions against cusps.

lower right: straight silhouettes removed; polygons replaced by meshes. Cusps are removed using enforced normal vector averaging.

upper left: flat shading

upper right: Phong normal vector interpolation

lower left: straight silhouettes removed; polygons replaced by meshes.

lower right: straight silhouettes removed; polygons replaced by meshes. Normal vectors in the top plane were enforced perpendicular to the top plane.
A Cached Frame Buffer System for Object-Space Parallel Processing Systems

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