Visualization in Scientific Computing '98 : Proceedings of the Eurographics Workshop in Blaubeuren, Germany April 20-22, 1998 /

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Monografía

In twelve selected papers common problems in scientific visualization are discussed: adaptive and multi-resolution methods, feature extraction, flow visualization, and visualization quality. Four papers focus on aspects of mesh reduction, mesh compression, and increasing the quality of the resulting mesh. Two extentions on particle tracing are presented as well as a paper on the simulation of material transport. Two papers are on feature extraction in dynamics systems and on the accuracy of algorithmic extracted features. Three papers focus on stereoscopic volume rendering, on the visualization of atomic collision cascades and of quality of visualization systems in general

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on Sparse Grids; Visualization of Time-Dependent Velocity Fields by Texture Transport -- Visualization Quality: Stereoscopic Volume Rendering; Mirror, Mirror on the Wall, Who Has the Best Visualization of All? -- A Reference Model for Visualization Quality; Three-Dimensional Visualization of Atomic Collision Cascades -- Color Plates

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