

Proceedings of the Third Pacific Conference on
Computer Graphics and Applications, Pacific Graphics '95

COMPUTER GRAPHICS AND APPLICATIONS

Editors

Sung Yong Shin
Toshiyasu L Kunii

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Computer Graphics and Applications, Pacific Graphics '95

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Seoul, Korea

21 – 24 August 1995

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World Scientific

Singapore • New Jersey • London • Hong Kong

Published by

World Scientific Publishing Co. Pte. Ltd.

P O Box 128, Farrer Road, Singapore 9128

USA office: Suite 1B, 1060 Main Street, River Edge, NJ 07661

UK office: 57 Shelton Street, Covent Garden, London WC2H 9HE

1806

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ISBN 981-02-2337-4

This book is printed on acid-free paper.

Printed in Singapore by Uto-Print

Preface

It was two years ago that the first conference of computer graphics for Pacific Rim centuries, Pacific Graphics '93 was started in Seoul, Korea. Now it has returned to its birth place with a better shape from Beijing in China, where Pacific Graphics '94 was held. The next two conferences are scheduled in Taiwan (1996) and Korea (1997). Reminding that Pacific Graphics aims at establishing itself as a solid regional conference with international recognition, we have been stepping forward further closer to this goal. We believe that it will also be so in future.

This volume contains the papers presented at Pacific Graphics '95: the Third Pacific Conference on Computer Graphics and Applications at the Federation of Korean Industries in Seoul, Korea on August 21 - 24, 1995. This year, we received 62 submissions from 22 different countries and accepted the best 24 papers after strict peer review. These referred papers together with one keynote and nine invited papers are classified into eleven subjects: virtual reality; multimedia; animation; rendering; volume rendering and visualization; curves and surfaces; human computer interaction; surface blending; CAD/CAM; computational geometry; geometric modeling. Each subject contains 2-4 papers as a chapter. These subjects cover a rather wide spectrum of computer graphics and applications.

On March 1, 1995, two weeks after the submission deadline on February 15, 1993, a subcommittee consisting of Program Committee members of the conference met at KAIST (Korea Advanced Institute of Science and Technology) to classify the submitted papers and distributed them to more than 100 international peer reviewers. Three or four peer reviewers were assigned to each paper: one senior reviewer and two or three junior reviewers. On April 12-13, 1995, the paper selection meeting was held at KAIST. The subcommittee strictly followed the reviewers' comments to exclude their subjective views. We believe that the committee performed as fairly as possible, given the excellent review reports.

We owe thanks to the Program Committee members for their considerable efforts to serve as senior reviewers. Thanks are also due to the other reviewers for their timely and careful review reports. Our special thanks go to Dr. Nadia M. Thalmann, the president of CGS (Computer Graphics Society), who was willing to allow CGS to be a co-organizer of this conference. She also accepted our proposal that a number of selected papers presented at Pacific Graphics '95 appear in a special issue of The Journal of Visualization and Computer Animation. We are grateful to the computer graphics groups at KAIST and POSTECH (Pohang Institute of Science and Technology). They worked behind the scenes to help this conference get organized.

S. Y. Shin
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