

Event Report

Eurographics Symposium on Rendering 2003

(14th Eurographics Workshop on Rendering)

Leuven, Belgium, 25–27 June 2003

The Eurographics Symposium on Rendering 2003 is the successor to the highly successful Eurographics Workshops on Rendering. Over the years, these Workshops had become the premier forum dedicated to research in rendering. Much of the work presented at the preceding Workshops is now used in commercial products and research in the field now builds on ideas first presented at these workshops. Due to the increasing attendance, growing popularity and importance of the work presented over the years, a change from Workshop to Symposium was in order. The venue of this first Eurographics Symposium on Rendering (which would otherwise have been named the 14th Workshop on Rendering) was in Leuven, Belgium and was held between 25th and 27th of June 2003. The Symposium was hosted by the Computer Graphics Research Group of the Department of Computer Science at the Katholieke Universiteit Leuven. The Symposium was also organised in cooperation with ACM SIGGRAPH and was sponsored by ATI Technologies and Barco.

Like the previous Workshops, the Symposium proved to be a popular venue for researchers to present their work and meet colleagues in the field. The Symposium attracted 160 participants and 81 paper submissions. The program committee (chaired by Per Christensen and Daniel Cohen-Or) consisted of 31 rendering experts from 13 different countries. A total of 133 highly qualified external reviewers were chosen to further ensure a thorough and fair review process. The quality of the submitted papers was exceptionally high, forcing the committee members to make some difficult decisions. Due to time and space constraints, only 30 submissions were accepted as full papers which were presented at the Symposium. This year, the proceedings are published by ACM Press in a book entitled *Proceedings of the 14th Eurographics Workshop on Rendering* (ISBN 3-905673-03-7).

The papers at the Symposium were divided into 10 sessions, with topics including global illumination, texturing and shading, shadow algorithms and tone mapping. Like previous years, new areas in the field, such as image-based techniques and non-photo-realistic rendering reoccurred at the technical program. This year the papers mainly focused on achieving interactivity and superior image quality, which resulted in sessions like 'refinement, visibility and selective rendering' and 'shadows'.

This year the Symposium included three invited presentations from experts in field of 3D scanning technology, special effects in movies and hardware accelerated rendering.

Dirk Callaerts, CEO of Eyetronics, a Belgian company founded in Leuven, discussed the recent developments in their 3D scanning services for VFX shots in movies. Their technology contributed to movies like 'xXx', 'Lara Croft, The Cradle of life', 'A League of Extraordinary Gentleman' and many more. Alex Wuttke, technical director of Double Negative, London, United Kingdom, explained how they combined miniatures, aerial photography, an Eyetronics 3D scan of a helicopter and 3D computer animation, for the fiery final of the latest James Bond adventure, 'Die another day'.

David Kirk, Chief Scientist and Vice President of Architecture of NVIDIA, Santa Clara, CA, USA, gave a talk about 'The Future of Rendering'. He discussed the continuously growing performance of the GPU, and explained how many hard problems in graphics can today be solved interactively. He elaborated on what will become of rendering research as the previously hard problems become easier.

Like previous Workshops, the attendees were encouraged to socialize and exchange thoughts during the coffee breaks and lunches. As tradition demands the Symposium included two social events as well. The first social event consisted of a guided tour in the 'Grand Beguinage', a medieval 'town within a town' and a UNESCO World Heritage Site, followed by the conference dinner at the splendid 'Faculty Club', housed within the former hospital of the Beguinage.

As the second social event, a visit to the Stella Artois beer brewery was organized, including a guided tour and the opportunity to taste the most famous Belgian beer. Afterwards, a Chinese food buffet was served. Photographs of the Symposium can be found at <http://www.egsr2003.org/>. The Eurographics Symposium on Rendering 2004 will be held in Norrköping, Sweden, again in June 2004.

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