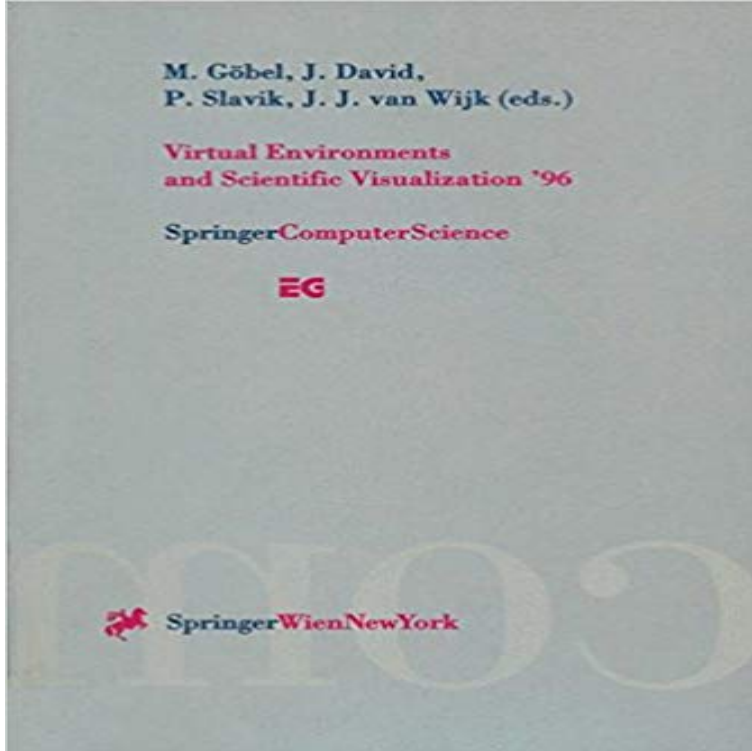


Virtual Environments and Scientific Visualization 96: Proceedings of the Eurographics Workshops in Monte Carlo, Monaco, February 19-20, 1996, and in Prague, Czech Republic, April 23-25, 1996



Selected papers from this years Workshops on Virtual Environments and on Visualization in Scientific Computing are included in this volume. The papers on VE discuss Virtual Environment System architecture, communication requirements, synthetic actors, crowd simulations and modeling aspects, application experience in surgery support, geographic information systems, and engineering and virtual housing systems. Contributions from the Visualization workshop are presented in four groups: volume rendering, user interfaces in scientific visualization, architecture of scientific visualization systems and flow visualization.

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