

# COMPUTERS & GRAPHICS

An international journal of systems  
& applications in computer graphics

Algorithms and techniques for interaction,  
multimedia, modelling and visualization

**EDITOR-IN-CHIEF: J. L. Encarnação**



*In this issue the special topic is*

VIRTUAL REALITY AND ITS APPLICATION

*Guest Editors: Zhigeng Pan, Jiaoying Shi*



PERGAMON

AVAILABLE AT  
[www.ComputerScienceWeb.com](http://www.ComputerScienceWeb.com)

POWERED BY SCIENCE @ DIRECT®

# Computers & Graphics, Vol. 27, No. 2, 2003

## Contents (Cont'd)

- Charlie C.L. Wang** and  
**Matthew M.F. Yuen** 255 Freeform extrusion by sketched input
- Jing Yang, Matthew O. Ward** and  
**Elke A. Rundensteiner** 265 Interactive hierarchical displays: a general framework for visualization and exploration of large multivariate data sets
- György Antal,**  
**László Szirmay-Kalos,**  
**Ferenc Csonka** and  
**Csaba Kelemen** 285 Multiple strategy stochastic iteration for architectural walkthroughs
- S. Gibson, R.J. Hubbard, J. Cook**  
and **T.L.J. Howard** 293 Interactive reconstruction of virtual environments from video sequences
- Asok K. Sen** 303 *Chaos and Graphics*  
A three-dimensional approach to graphic design
- Nikita Kojekine, Ichiro Hagiwara**  
and **Vladimir Savchenko** 311 *Short Applications*  
Software tools using CSRBFs for processing scattered data
- 321 Announcements
- 325 Past/Future Issues

**CONTENTS**  
**direct**

This journal is part of **ContentsDirect**, the *free* alerting service which sends tables of contents by e-mail for Elsevier Science books and journals. You can register for **ContentsDirect** online at: <http://contentsdirect.elsevier.com>



PERGAMON

ISSN 0097-8493

*In this issue the special topic is*  
**VIRTUAL REALITY AND ITS APPLICATION**  
*Guest Editors: Zhigeng Pan, Jiaoying Shi*

<b>Zhigeng Pan and Jiaoying Shi</b>	163	Guest editor's introduction
<b>Ke Deng, Lifeng Wang, Zhouchen Lin, Tao Feng and Zhidong Deng</b>	169	Correction and rectification of light fields
<b>Yigang Wang, Bernd Fröhlich and Martin Göbel</b>	179	Selective refinement of progressive meshes using vertex hierarchies
<b>Chih-Chun Chen, Jung-Hong Chuang, Bo-Yin Lee, Wei-Wen Feng and Ting Chiou</b>	189	Rendering complex scenes using spatial subdivision and textured LOD meshes
<b>M. Osama Alhalabi, Susumu Horiguchi and Susumu Kunifuji</b>	205	An experimental study on the effects of Network delay in Cooperative Shared Haptic Virtual Environment
<b>Yiyu Cai, Cheekong Chui, Xiuzi Ye, Yaoping Wang and James H. Anderson</b>	215	VR simulated training for less invasive vascular intervention
<b>ChangHoon Park, Heedong Ko and Taiyun Kim</b>	223	NAVER: Networked and Augmented Virtual Environmental aRchitecture; design and implementation of VR framework for Gyeongju VR Theater
<b>Zhigeng Pan, Weiwei Xu, Jin Huang, Mingmin Zhang and Jiaoying Shi</b>	231	Easybowling: a small bowling machine based on virtual simulation
		<i>Technical Section</i>
<b>Marko Lamot and Borut Žalik</b>	239	A fast polygon triangulation algorithm based on uniform plane subdivision

(continued)

Indexed in GMT Abstr, Cam Sci Abstr, Comput Cont, Curr Cont,<sup>®</sup> Research Alert<sup>®</sup>,  
Curr Cont/CompuMath, Curr Cont/Eng Tech & Applied Sci, Curr Cont SCISEARCH<sup>®</sup> Data,  
Eng Ind, Ergon Abstr, Info Sci, Abstr, INSPEC Data, PIRA, SSSA/CISA/ECA/ISMEC

ISSN 0097-8493

TYPESET BY MACMILLAN INDIA LTD., BANGALORE-25  
PRINTED IN GREAT BRITAIN BY POLESTAR WHEATONS LTD, EXETER

371



PERGAMON



0097-8493(200304)27:2;1-Z