## Tangible User Interfaces... (TODO)

Christian Prossenitsch\* Vienna University of Technology Karin Pfattner<sup>†</sup> Vienna University of Technology

## **Abstract**

Duis autem vel eum iriure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum dolore eu feugiat nulla facilisis at vero eros et accumsan et iusto odio dignissim qui blandit praesent luptatum zzril delenit augue duis dolore te feugait nulla facilisi. Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam non-ummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat.

Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat. Duis autem vel eum iriure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum dolore eu feugiat nulla facilisis at vero eros et accumsan et iusto odio dignissim qui blandit praesent luptatum zzril delenit augue duis dolore te feugait nulla facilisi.

**CR Categories:** K.6.1 [Management of Computing and Information Systems]: Project and People Management—Life Cycle; K.7.m [The Computing Profession]: Miscellaneous—Ethics

Keywords: radiosity, global illumination, constant time TODO

## 1 Introduction

Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren, no sea takimata sanctus est Lorem ipsum dolor sit amet. Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren, no sea takimata sanctus est Lorem ipsum dolor sit amet. Lorem ipsum dolor sit amet, consetetur sadipscing elitr, sed diam nonumy eirmod tempor invidunt ut labore et dolore magna aliquyam erat, sed diam voluptua. At vero eos et accusam et justo duo dolores et ea rebum. Stet clita kasd gubergren, no sea takimata sanctus est Lorem ipsum dolor sit amet.

Duis autem vel eum iriure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum dolore eu feugiat nulla facilisis at vero eros et accumsan et iusto odio dignissim qui blandit praesent luptatum zzril delenit augue duis dolore te feugait nulla facilisi. Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat.

\*e-mail: e0925433@student.tuwien.ac.at

†e-mail: insert email here

Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat. Duis autem vel eum iriure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum dolore eu feugiat nulla facilisis at vero eros et accumsan et iusto odio dignissim qui blandit praesent luptatum zzril delenit augue duis dolore te feugait nulla facilisi.

- 2 tuis in general
- 3 examples
- 4 discussion

## References

EXLUNA, INC. 2002. Entropy 3.1 Technical Reference, January.

- FEDKIW, R., STAM, J., AND JENSEN, H. W. 2001. Visual simulation of smoke. In *Proceedings of SIGGRAPH 2001*, ACM Press / ACM SIGGRAPH, E. Fiume, Ed., Computer Graphics Proceedings, Annual Conference Series, ACM, 15–22.
- JOBSON, D. J., RAHMAN, Z., AND WOODELL, G. A. 1995. Retinex image processing: Improved fidelity to direct visual observation. In Proceedings of the IS&T Fourth Color Imaging Conference: Color Science, Systems, and Applications, vol. 4, 124–125.
- KARTCH, D. 2000. Efficient Rendering and Compression for Full-Parallax Computer-Generated Holographic Stereograms. PhD thesis, Cornell University.
- LANDIS, H., 2002. Global illumination in production. ACM SIG-GRAPH 2002 Course #16 Notes, July.
- LEVOY, M., PULLI, K., CURLESS, B., RUSINKIEWICZ, S., KOLLER, D., PEREIRA, L., GINZTON, M., ANDERSON, S., DAVIS, J., GINSBERG, J., SHADE, J., AND FULK, D. 2000. The digital michelangelo project. In *Proceedings of SIGGRAPH 2000*, ACM Press / ACM SIGGRAPH, New York, K. Akeley, Ed., Computer Graphics Proceedings, Annual Conference Series, ACM, 131–144.
- Parke, F. I., and Waters, K. 1996. Computer Facial Animation. A. K. Peters.
- SAKO, Y., AND FUJIMURA, K. 2000. Shape similarity by homotropic deformation. *The Visual Computer 16*, 1, 47–61.
- YEE, Y. L. H. 2000. Spatiotemporal sensistivity and visual attention for efficient rendering of dynamic environments. Master's thesis, Cornell University.