



FSP Workshop Vorau

27. - 29. 11. 2006

Monday, 27. November

13:30 - 14:15	Aurenhammer	Computing with Circular Arcs
14:15 - 15:00	Boissonnat	Bregman Voronoi diagrams
15:00 - 15:30		break
15:30 - 16:00	Žagar	A general approach to optimal parameterization of polynomial curves (joint work with M. Floater)
16:00 - 16:30	Wallner	Meshes, offset properties and Laguerre geometry
16:30 - 17:00	Abhau	Topology Changes for Surface Meshes in Active Contours

Tuesday, 28. November

8:30 - 9:15	Mourrain	Subdivision methods to compute the topology of implicit curves and surfaces
9:15 - 10:00	Wang	Representation of 3D Shapes by Quadrics
10:00 - 10:30		break
10:30 - 11:15	Grandine	Parametric Hypersonic Design with Osculating Cone Waveriders
11:15 - 11:30	Sir	Convergence of medial axis
11:30 - 11:45	Kapl	Weighted Wavelets
11:45 - 12:30	Krajnc	Geometric interpolation by planar cubic G^1 splines
afternoon		discussion

Wednesday, 29. November

8:30 - 9:15	Schirra	A Closer Look at Some Robustness Issues in Computational Geometry
9:15 - 10:00	Seidel	On Computing Arrangements of Planar Algebraic Curves: A Survey from the Perspective of Algorithmic Geometry
10:00 - 10:30		break
10:30 - 11:15	Gonzalez-Vega	Polynomial Algebra by Values: Intersection Problems
11:15 - 12:00	Held	Efficient Algorithms for Computing Tangent-Continuous Approximations of Real-World Polygons
