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Sommario/riassunto

Geometry Processing is an emerging research field whose goal is to develop the new mathematical, computational, and engineering tools needed for efficient processing of 3D geometric information. This book contains the research papers presented at the Fifth Eurographics/ACM SIGGRAPH Symposium on Geometry Processing (SGP), held in Barcelona. Spain, July 4-6, 2007. SGP is the premier venue for disseminating new research ideas and cutting-edge results in computerized processing of geometric models. The research papers included in this book address diverse topics in Geometry Processing, including: shape interrogation, modeling, and representation; surface reconstruction, optimization, fairing, and compression; and mesh generation, parameterization, and editing. This year we received a total of 74 submissions. Because of the generally high quality of the submissions, the evaluation process has been very selective. After receiving all reviews and going through a short period of intensive discussion amongst the program committee members, we were able to accept 21 Full and 7 Short papers for SGP 2007. Unlike last year's symposium, all papers have received the same page limits in this printed proceedings, but Short papers have been given abbreviated presentation slots. In addition to the technical paper presentations the conference had three invited speakers: Pankai Agarwal (Duke University), Tony DeRose (Pixar), and Craig Gotsman

(Technion). For the second year, an Industry Panel was held to provide a platform for discussing the most challenging research problems in industrial applications. This year's panelists were Francois Chretien (Adobe), Emil Praun (Google), Michael Garland (NVIDIA), and Tony DeRose (Pixar).