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	Nota di contenuto	Sketching 1 -- Sketch Based Volumetric Clouds -- Applying Mathematical Sketching to Sketch-Based Physics Tutoring Software -- A Sketch-and-Grow Interface for Botanical Tree Modeling -- Animated Volume Texture Mapping for Complex Scene Generation and Editing -- Physics and Simulation -- A Novel Three-Dimensional Collaborative

Online Platform for Bio-molecular Modeling -- The Effects of Finger-Walking in Place (FWIP) for Spatial Knowledge Acquisition in Virtual Environments -- Interactive Design and Simulation of Net Sculptures -- A Cross-Platform Framework for Physics-Based Collaborative Augmented Reality -- Camera Planning 1 -- Accurately Measuring the Satisfaction of Visual Properties in Virtual Camera Control -- VEX-CMS: A Tool to Design Virtual Exhibitions and Walkthroughs That Integrates Automatic Camera Control Capabilities -- Automatic Speed Graph Generation for Predefined Camera Paths -- Sketching 2 -- Example-Based Automatic Font Generation -- Sketch-Based Interfaces: Exploiting Spatio-temporal Context for Automatic Stroke Grouping -- A Method for Reconstructing Sketched Polyhedral Shapes with Rounds and Fillets -- Pressure-Based 3D Curve Drawing -- Imaging -- An Interactive Design System for Water Flow Stains on Outdoor Images -- Automated Hedcut Illustration Using Isophotes -- Visual Analytics -- Articulate: A Semi-automated Model for Translating Natural Language Queries into Meaningful Visualizations -- Visual Analysis of Time-Motion in Basketball Games -- Event Line View: Interactive Visual Analysis of Irregular Time-Dependent Data -- Camera Planning 2 -- Automatic Blending of Multiple Perspective Views for Aesthetic Composition -- Focus and Context in Mixed Reality by Modulating First Order Salient Features -- An Interactive Interface for Lighting-by-Example -- Art -- Stroking a Cymbidium -- WAVO: An Interactive Ball to Express Light Waves with Wave Equation -- OverWatch: Real-Time Narrative Visuals from Live Performance -- Sticking Point -- Phantasmagoria: Composing Interactive Content for the humanaquarium -- Self Portraits with Mandelbrot Genetics -- Art 101: Learning to Draw through Sketch Recognition -- ColourVision—Controlling Light Patterns through Postures -- Interaction with a Virtual Character through Performance Based Animation.

| Sommario/riassunto | The 10thInternationalSymposium on SmartGraphics was held during June 24- 26, 2010 in Ban?, Alberta, Canada. Smart Graphics brings together researchers and practitioners from the ?elds of computer graphics, arti'cial intelligence, cognitive science, graphic design and ?ne art. In response to the overwhelming success of Smart Graphics' conception as a AAAI Spring Symposium in 2000, its organizers decided to turn it into a self-contained event. Since then, annual Smart Graphics symposia have been held internationally, in such diverse locations as Heidelberg, Kyoto, Vancouver, Rennes, and most recently in 2009 in Salamanca, Spain, where Smart Gra- ics was intertwined with the 5th International Arts Festival of Castilla y Leon. Connecting last year's symposium to Salamanca's arts festival intensi'ed the creative ?avor of the Smart Graphics sessions, and sparked lively debate and discussion during the course of the symposium, inspiring exploration of the - terconnected relationships between the disciplines of arts and sciences. Building upon the momentum begun last year,it wassuggestedthat the 2010symposium would place speci'c emphasis on the integrationof scienti'c researchand digital media technology into the design of aesthetic experience and artistic practice. In 2010 we had the opportunity to collaborate with the Ban? New Media Institute to present the symposium at Canada's renowned Ban? Centre, a - cility known worldwide for its creative excellence in arts and culture research, education and practice. |