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   Soggetti   Computer graphics
                      User interfaces (Computer systems)
                      Artificial intelligence
                      Natural language processing (Computer science)
                      Optical data processing
                      Computer Graphics
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                      User Interfaces and Human Computer Interaction
                      Artificial Intelligence
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   Nota di contenuto Graphical Interaction -- Illustrative Interfaces: Building Special-Purpose Interfaces with Art Techniques and Brain Science Findings -- The Effect of Motion in Graphical User Interfaces -- Pointing and Visual Feedback for Spatial Interaction in Large-Screen Display Environments -- Freeform User Interfaces for Graphical Computing -- A Sketching Interface for Modeling the Internal Structures of 3D Shapes -- Smart Sketch System for 3D Reconstruction Based Modeling -- Intregated System and Methodology for Supporting Textile and Tile Pattern Design -- Visualization Techniques -- Smart 3d Visualizations in Clinical

Applications -- Shadows with a Message -- Dynamic Glyphs — Depicting Dynamics in Images of 3D Scenes -- A New Approach to the Interactive Resolution of Configuration Problems in Virtual Environments -- Virtual Characters -- Building Smart Embodied Virtual Characters -- Let's Run for It!: Conspecific Emotional Flocking Triggered via Virtual Pheromones -- A Perception and Selective Attention System for Synthetic Creatures -- Intelligent Virtual Actors That Plan ... to Fail -- Extracting Emotion from Speech: Towards Emotional Speech-Driven Facial Animations -- Camera Planning -- A Constraint-Based Approach to Camera Path Planning -- Declarative Camera Planning Roles and Requirements -- Automatic Video Composition -- Poster Presentations -- Beyond Encoding: It Has Got to Move -- 3D Graphics Adaptation System on the Basis of MPEG-21 DIA -- Analogical Representation and Graph Comprehension -- Optimization Strategies for a Scalable Avatar -- Physical Animation and Control of Simulated Creatures -- A Contribution to the Theory and Practice of Cognitive Prostheses -- Exporting Vector Muscles for Facial Animation.

Sommario/riassunto	The International Symposium on Smart Graphics 2003 was held on July 2–4, 2003 in Heidelberg, Germany. It was the fourth event in a series that started in 1999 as an AAAI Spring Symposium. In response to the overwhelming success of the 1999 symposium, its organizers decided to turn it into a self-contained event in 2000. With the support of IBM, the ?rst two International Symposia on Smart Graphics were held at the T. J. Watson Research Center in Hawthorne, NY. The 2003 symposium was supported by the Klaus Tschira Foundation and moved to the European Media Lab in Heidelberg, thus underlining the international character of the Smart Graphics enterprise and its community. The core idea behind these symposia is to bring together researchers and practitioners from the ?eld of computer graphics, arti?cial intelligence, cog- tive psychology, and ?ne art. Each of these disciplines contributes to what we mean by the term "Smart Graphics": the intelligent process of creating expr- sive and esthetic graphical presentations. While artists and designers have been creating communicative graphics for centuries, arti?cial intelligence focuses on automating this process by means of the computer. While computer graphics provides the tools for creating graphical presentations in the ?rst place, cog- tive sciences contribute the rules and models of perception necessary for the design of e?ective graphics. The exchange of ideas between these four discip- nes has led to many exciting and fruitful discussions, and the Smart Graphics Symposia draw their liveliness from a spirit of open minds and the willingness to learn from and share with other disciplines.