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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.