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Nota di contenuto	Papers -- Reconfiguring Triangulations with Edge Flips and Point Moves -- Drawing Power Law Graphs -- Hexagonal Grid Drawings: Algorithms and Lower Bounds -- Improved Bounds for the Number of (? k)-Sets, Convex Quadrilaterals, and the Rectilinear Crossing Number of K n -- On the Realizable Weaving Patterns of Polynomial Curves in -- Drawing the AS Graph in 2.5 Dimensions -- Boundary Labeling: Models and Efficient Algorithms for Rectangular Maps -- Convex Drawings of 3-Connected Plane Graphs -- Partitions of Complete Geometric Graphs into Plane Trees -- Additional PC-Tree Planarity Conditions -- GraphML Transformation -- Clustering Cycles into Cycles of Clusters -- Unit Bar-Visibility Layouts of Triangulated Polygons -- Really Straight Graph Drawings -- Layouts of Graph Subdivisions -- Label Number Maximization in the Slider Model -- An Efficient Implementation of Sugiyama’s Algorithm for Layered Graph Drawing -- Random

Geometric Graph Diameter in the Unit Disk with ? p Metric -- Algorithms for Drawing Media -- Confluent Layered Drawings -- Simultaneous Embedding of Planar Graphs with Few Bends -- A Fast and Simple Heuristic for Constrained Two-Level Crossing Reduction -- Contact and Intersection Representations -- Dynamic Graph Drawing of Sequences of Orthogonal and Hierarchical Graphs -- Graph Drawing by Stress Majorization -- Computing Radial Drawings on the Minimum Number of Circles -- Hamiltonian-with-Handles Graphs and the k-Spine Drawability Problem -- Distributed Graph Layout for Sensor Networks -- Drawing Large Graphs with a Potential-Field-Based Multilevel Algorithm -- Building Blocks of Upward Planar Digraphs -- A Linear Time Algorithm for Constructing Maximally Symmetric Straight-Line Drawings of Planar Graphs -- Train Tracks and Confluent Drawings -- The Three Dimensional Logic Engine -- Long Alternating Paths in Bicolored Point Sets -- Intersection Reverse Sequences and Geometric Applications -- New Exact Results and Bounds for Bipartite Crossing Numbers of Meshes -- Drawing Pfaffian Graphs -- 3D Visualization of Semantic Metadata Models and Ontologies -- A Note on the Self-similarity of Some Orthogonal Drawings -- No-Three-in-Line-in-3D -- Visual Navigation of Compound Graphs -- Layout Volumes of the Hypercube -- New Theoretical Bounds of Visibility Representation of Plane Graphs -- Software Demonstrations -- Visualizing Large Graphs with Compound-Fisheye Views and Treemaps -- A Compound Graph Layout Algorithm for Biological Pathways -- Curvilinear Graph Drawing Using the Force-Directed Method -- Graphael: A System for Generalized Force-Directed Layouts -- QUOGGLES: Query On Graphs – A Graphical Largely Extensible System -- Visualisation of Large and Complex Networks Using PolyPlane -- The Metro Map Layout Problem -- An Interactive Multi-user System for Simultaneous Graph Drawing -- Posters -- Gravisto: Graph Visualization Toolkit -- DNA Secondary Structures for Probe Design -- Open Problems Wiki -- Visualization and ILOG CPLEX -- Graph Drawing Contest -- Graph-Drawing Contest Report -- Invited Talk -- Fast Algorithms for Hard Graph Problems: Bidimensionality, Minors, and Local Treewidth.