

Journal Editor

Conference and Workshop Organization

- [1] Gabriel Zachmann, Organizing Committee.
IEEE VR, Bonn, Germany, March 2005.
See <http://www.vr2005.org/>.
- [2] ———, Organizer (together with Stefan MÄ $\frac{1}{4}$ ller).
3. Workshop "Virtuelle und Erweiterte Realität" der GI-Fachgruppe VR/AR, Bonn, Germany, March 2006.
See <http://www.gi-workshop-vrar.org/>.
- [3] ———, Organizer.
Workshop at the IEEE Virtual Reality 2007 Conference "Trends and Issues in Tracking for Virtual Environments", Charlotte, NC, USA, March 2007.
See http://conferences.computer.org/vr/2007/cfp/workshop_paper.html.

Steering Committees

PC memberships

- [1] Gabriel Zachmann.
WSCG 2004 (Winter School of Computer Graphics), Plzen, Czech Republic, February 2004.
See <http://wscg.zcu.cz/>.
- [2] ———.
VRST 2004: Virtual Reality Software and Technology, Hong-Ko, October 2004.
See <http://www.vrst.org/>.
- [3] ———.
WSCG 2005 (Winter School of Computer Graphics), Plzen, Czech Republic, February 2005.
See <http://wscg.zcu.cz/>.
- [4] ———.
VR 2005, Bonn, Germany, March 2005.
See <http://www.vr2005.org/>.
- [5] ———.
WSCG 2006 (Winter School of Computer Graphics), Plzen, Czech Republic, February 2006.

See <http://wscg.zcu.cz/>.

[6] ———.

GAMES2006 – International Digital Games Conference, Portalegre, Portugal, June 2006.

See <http://games2006.aproje.org/?op=1&id=10>.

[7] ———.

Eurographics, Vienna, Austria, September 2006.

See <http://www.eg.org/http://www.cg.tuwien.ac.at/events/EG06/index.php>.

[8] ———.

CAD/Graphics, Jinan, China, October 2006.

See <http://>.

[9] ———.

2nd International Conference on Computer Graphics Theory and Applications (GRAPP), Barcelona, Spain, March 2007.

See <http://www.grapp.org/>.

[10] ———.

6th IFIP International Conference on Entertainment Computing (ICEC), Shanghai, China, March 2007.

See <http://digitalmedia.sjtu.edu.cn/ICEC2007/>.

[11] ———.

IX Symposium on Virtual and Augmented Reality (SVR), Petrópolis, Brazil, May 2007.

See <http://svr2007.lncc.br/>.

[12] ———.

13th Eurographics Symposium on Virtual Environments, 10th Immersive Projection Technology Workshop, Weimar, Germany, July 2007.

See <http://www.uni-weimar.de/medien/vr/ipt-egve/>.

[13] ———.

4. Workshop “Virtuelle und Erweiterte Realität” der GI-Fachgruppe VR/AR, Weimar, Germany, July 2007.

See <http://www.gi-workshop-vrar.org/>.

- [14] ——— .
10th International CAD/Graphics, Beijing, China, October 2007.
See <http://graphics.pku.edu.cn/cadcg07/>.
- [15] ——— .
Cyberworlds, Hannover, Germany, October 2007.
See <http://www.gdv.uni-hannover.de/events/hcw07/>.
- [16] ——— .
3rd International Symposium on Visual Computing (ISVC), Lake Tahoe, NV, USA, November 2007.
See <http://www.isvc.net/>.
- [17] ——— .
VRST 2007: Virtual Reality Software and Technology, Newport Beach, CA, USA, November 2007.
See <http://www.vrst.org/>.