



Advances in Computer Graphics Hardware IV (Focus on Computer Graphics)

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EUROGRAPHICS workshops on Graphics hardware have now become an established forum for an exchange of information concerning the latest developments in this field of growing importance. The first workshop took place during EG'86 in Lisbon. All participants in this event considered it a very rewarding workshop to be repeated at future EG conferences. This view was reinforced at the EG'87 Hardware Workshop in Amsterdam which firmly established the need for and a high interest in such a colloquium of technical discussion in this specialist area within the annual EG conference. The third EG Hardware Workshop took place in Nice in 1988 and this volume is a record of the fourth workshop at EG'89 in Hamburg. The material in this book contains papers representing a comprehensive record of the contributions to the 1989 workshop. The first part considers Algorithms and Architectures of graphics systems. These papers discuss the broader issues of system design, without necessarily raising issues concerning the details of the implementation. The second part on Systems describes hardware solutions and realisations of machines dedicated to graphics processing. Many of these contributions make important references to algorithmic and architectural issues as well, but there is now a greater emphasis on realisation. Indeed many VLSI designs are described.

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