The 4th International Workshop on
Virtual Reality Interaction and Physical Simulation

VRIPhyS '07

In cooperation with EUROGRAPHICS
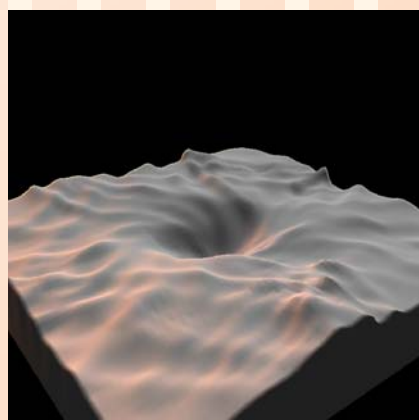## 9th November 2007, Trinity College Dublin, Ireland.

Invited Talks:

09:00 Miguel Otaduy, ETH Zurich

Interactive Simulation of Deformations and Contact - Accuracy and performance trade-offs.

15:45 Matthias Teschner, University of Freiburg

Efficient Solutions for Interactive Surgery Simulation

http://www.vriphys.org/workshops/vriphys07

Schedule of Talks

09:00 Invited Talk 1

10:15 Medial Surface-Based Real-Time Simulation of Elastic Objects

10:45 Virtual Adhesive: A Way to Handle Sticky Collisions in Surgical and Biological Simulators

11:15 Constraint Sets for Topology-changing Finite Element Models

14:00 A Fast and Compact Solver for the Shallow Water Equations

14:30 Refraction of Water Surface Intersecting Objects in Interactive Environments

15:00 A Real-time Implementation of the Dynamic Particle Coating Method on a GPU architecture

15:45 Invited talk 2

16:15 A Physically Based Deformation Model for Interactive Cartoon Animation

16:45 Hardware Accelerated Broad Phase Collision Detection for Real-time Simulations