



Symposium on Interactive Ray Tracing 2008
Los Angeles, California

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August 9-10, 2008
Los Angeles
Convention Center
Los Angeles, CA

Sponsored by Eurographics
and the Institute for Electrical and
Electronics Engineers
In cooperation with
ACM SIGGRAPH 2008

Call for Participation

Over the past several years, the graphics community has renewed its interest in ray tracing research, particularly real-time ray tracing. We are pleased to announce the 2008 Symposium on Interactive Ray Tracing. Following very successful events in 2006 and 2007, this third symposium will provide a dedicated forum for presentation and discussion of the latest developments in this highly active field of research. We invite original and innovative contributions in areas related to interactive and real-time ray tracing, including (but not limited to):

- Efficient acceleration algorithms and data structures for ray tracing
- Strategies for fast ray traversal and primitive intersection
- Ray tracing advanced primitives (e.g. point clouds, volumes)
- Ray tracing dynamic models
- Scalable parallel algorithms for ray tracing
- Ray tracing hardware
- Implementations of ray tracing on GPUs and novel hardware architectures
- Ray tracing systems
- Sampling strategies, filtering techniques, and advanced illumination methods
- Tools, benchmarks, and performance studies
- Applications of ray tracing as well as practice and experience reports

We also invite the submission of posters describing current and on-going work in these areas.

Although the symposium primarily targets interactive techniques, we encourage the submission of papers introducing techniques that are not yet interactive but that may be applicable to interactive ray tracing in the future.

In addition to the proceedings available at the symposium, all accepted papers will be made available through the IEEE digital library (pending agreement). Selected papers will also be invited for extension and submission to IEEE Transactions on Visualization and Computer Graphics (pending agreement).

Michael McCool (University of Waterloo) and Eric Haines (Autodesk) have graciously agreed to serve as the invited speakers at this year's symposium.

The symposium, which will take place on August 9th and 10th, is co-located with ACM SIGGRAPH 2008 at the Los Angeles Convention Center in Los Angeles, California.

Organizing Committee

General conference co-chairs

- David Luebke, NVIDIA
- Bill Mark, University of Texas at Austin and Intel

Papers co-chairs

- Steve Parker, University of Utah and NVIDIA
- Alex Reshetov, Intel

Program chair

- Jan Kautz, University College London

Sponsorship chair

- Pete Shirley, NVIDIA

Publicity chair

- Christiaan Gribble, Grove City College

Treasurer

- Peter Wonka, Arizona State University

Important Dates

Paper submission deadline:

Sunday, May 11

Notification of acceptance:

Wednesday, June 11

Camera-ready papers due:

Sunday, June 22

Papers can be up to a maximum of eight (8) pages in length, including full-color figures throughout. We encourage the use of digital video to support the submission, particularly if part or all of the work covers interactive techniques.

All submissions will be handled electronically:

precisionconference.com/~irt

For further details about RT08 in Los Angeles, please visit

www.sci.utah.edu/rt08/