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It “is” the best of times,
it “is” the worst of times
The Worst of Times

On the Death of Visualization

Can It Survive Without Customers?

Bill Lorensen

Introduction

After attending the IEEE Visualization 2003 Conference in Seattle, I captured some of my observations and opinions of the state and future of our field. I have been thinking about some of these issues for the past five years. To some extent these thoughts are a reflection of my work experience at an industrial research lab, but I think they deserve exposure to a broader audience. My opinions are personal but I have been listening to some of my peers express similar thoughts and concerns.

October 27, 2005
The Best of Times

The Value of Visualization

Jackie J. van Wijk
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Abstract

The field of Visualization is getting mature. Many problems have been solved. But how do we continue to move forward? This paper presents an overview of visualization, in particular as it relates to scientific discovery. I will show examples of successful visualization, as well as some research directions for the future.

In this paper I want to give a contribution to the direction of our field. Rather than to present specific topics and activities, my aim is to discuss overall patterns. The goal is to identify areas of opportunity for future research.

Panel 3
End Users’ Perspectives on Volume Rendering in Medical Imaging: A job well done or not over yet?
Moderator: Michael Meissner, Viatronix, Inc.
Moderator: Karel Zuiderveld, Vital Images

Anders Persson, Center of Medical Image Science and Visualization, Linköping
Gordon Harris, Massachusetts General Hospital, Boston
John Lesser, Minneapolis Heart Institute
Michael Vannier, University of Chicago Medical Center

Abstract

The concept of visualization has evolved continuously over the past decades. More-and-more sophisticated techniques have been proposed for the efficient visualization of complex datasets in recent years. However, we observe an opposite trend towards point primitives, which have received a growing attention in graphics and visualization. There are two major reasons for this trend: On the one hand, we have witnessed a dramatic increase in the number and complexity of pointsets required for high speed processing. The need for emerging processes including, representation and manipulation of these complex pointsets becomes more and more a limiting factor. On the other hand, scientific databases, be they from real-world experiments or simulations, are often stored as irregular, complex-making point primitives, a natural representation.

In this talk I will discuss the utility and versatility of point...
The VRC Report

Celebrates our successes
Examines our weaknesses
Promotes an exciting research agenda
My Favorite Terms

Interdisciplinary (10)
Collaboration (15)
Open (36)
Suggested Reading
The Tipping Point
How Little Things Can Make a Big Difference
Malcolm Gladwell

"A fascinating book that makes you see the world in a different way." — Fortune
The World Is Flat
A BRIEF HISTORY OF THE TWENTY-FIRST CENTURY
Thomas L. Friedman
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