



**Advances in Computer Graphics: 24th Computer Graphics International Conference, CGI 2006, Hangzhou, China, June 26-28, 2006, Proceedings (Lecture Notes in Computer Science)**

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This is the refereed proceedings of the 24th Computer Graphics International Conference, CGI 2006. The 38 revised full papers and 37 revised short papers presented were carefully reviewed. The papers are organized in topical sections on rendering and texture, efficient modeling and deformation, digital geometry processing, shape matching and shape analysis, face, virtual reality, motion and image, as well as CAGD.

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