



There are two competitions organized during the conference – SCCG Best Papers and SCCG Best Presentations. They are based on evaluation by reviewers and public voting of SCCG participants. Awarding of winners is a part of closing ceremony and the diplomas with logos of sponsors are available at www.sccg.sk, as well. As proposed by Alexander Pasko and accepted by the editor-in-chief, Prof. Victor V. Pilyugin, the winning papers are published in special issue of CGG, a prominent online journal at <http://elibrary.ru/cgg>. The papers are slightly extended and rewritten, based on SCCG discussions and inspirations. After completing the selection, one can see that the unifying idea of all five papers awarded can be formulated as discovering the tricky solutions between speeding-up (modeling) and rendering quality criteria.

Diego Gutierrez et al. contributed by a SIGGRAPH quality paper on global illumination for inhomogeneous media. In total, there are 10 different light-object interactions known and we simplify the model to achieve faster solutions. The authors noticed that light rays travel a curved path while going through inhomogeneous media where the index of refraction is not constant. In addition, they took into account the way how human perception deals with luminances. In total, the phenomena like sunset, green flash, and bleaching are mastered to complete an excellent research and a brilliant presentation. This is why only five papers are here – Diego clearly won in both competitions.