



SFB-TRR 161

Quantitative Methods for Visual Computing

WORKSHOP

GRAPH DRAWING

Theory and Applications

www.sfbtrr161.de

sfbtrr161@uni-konstanz.de

University of Konstanz | 2 May, 2024 | Room ZT1204

Prof. Dr. Franz Brandenburg
University of Passau

Prof. Dr. Giuseppe Liotta
University of Perugia

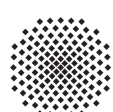
Prof. Dr. Ulrik Brandes
ETH Zurich

Schedule

09:30	Morning Coffee
10:00	Keynote I, Franz Brandenburg Book Embeddings of Planar, 1-Planar and Fan-Planar Graphs
10:45	Presentation I, Niklas Gröne CelticGraph: Drawing Graphs as Celtic Knots and Links
11:15	Coffee break
11:30	Keynote II, Ulrik Brandes Proximity Networks and Football Teams' Spatial Expressions
12:15	Presentation II, Stefan Feyer 2D, 2.5D, or 3D? An Exploratory Study on Multilayer Network Visualisations in Virtual Reality
12:45	Lunch
13:45	Keynote III, Giuseppe Liotta The Bend-Minimization Problem in Orthogonal Graph Drawing
14:30	Presentation III, Wilhelm Kerle-Malcharek GAV-VR: An Extensible Framework for Graph Analysis and Visualisation in Virtual Reality
15:00	Discussion & Closing

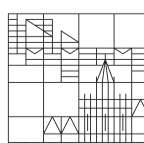
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