



**Virtual Environments '98: Proceedings of the
Eurographics Workshop in Stuttgart, Germany,
June 16-18, 1998**

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Ten years after Virtual Environment research started with NASA's VIEW project, these techniques are now exploited in industry to speed up product development cycles, to ensure higher product quality, and to encourage early training on and for new products. Especially the automotive industry, but also the oil and gas industry are driving the use of these techniques in their works. The papers in this volume reflect all the different tracks of the workshop: reviewed technical papers as research contributions, summaries on panels of VE applications in the automotive, the medical, the telecommunication and the geoscience field, a panel discussing VEs as the future workspace, invited papers from experts reporting from VEs for entertainment industry, for media arts, for supercomputing and productivity enhancement. Short industrial case studies, reporting very briefly from ongoing industrial activities complete this state of the art snapshot.

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