Editorial

This special issue contains a selection of papers that were presented at the 27th European Workshop on Computational Geometry (EuroCG) that was held in Morschach (SZ), Switzerland, on March 28–30, 2011. EuroCG is an annual, informal workshop whose goal is to provide a forum for scientists to meet, present their work, interact, and establish collaborations, in order to promote research in the field of Computational Geometry, within Europe and beyond.

EuroCG 2011 had a special atmosphere—comparable to a seminar in Oberwolfach or Dagstuhl—because all 93 attendees stayed in the same house, located in a village in the Swiss Alps, and took all meals together. This setup left plenty of room for interaction between the participants. We also took advantage of the location by making an excursion to the nearby mountain top Fronalpstock, on a beautifully clear and sunny afternoon.

As for the scientific program, we received 67 submissions, three of which were withdrawn later. A program committee consisting of seven researchers selected 53 of these submissions for presentation at the workshop. In addition there were three invited plenary lectures, given by Mark de Berg (“Computational Geometry for Fat Objects and Low-Density Scenes”), Friedrich Eisenbrand (“Recent Trends in Algorithmic Geometry of Numbers”), and Jiří Matoušek (“The Dawn of an Algebraic Era in Discrete Geometry?”). The program committee also helped to select the papers for this special issue.

In addition, we seized the opportunity to involve the general public. On the one hand, Bernd Gärtner taught a short-course “Programming with Scratch” at the local primary school. On the other hand, we started off with a presentation by Aljoscha Smolic (“Disney Research Zürich – Forschung für den Unterhaltungskonzern: 2D und 3D Videoverarbeitung von Kamera bis Display”) targeting a general audience, including children of ages ten and up.

Last but not least we wish to thank all authors and anonymous reviewers for their careful and thorough work.

Michael Hoffmann
Emo Welzl
Institute of Theoretical Computer Science, ETH Zürich, Universitätstrasse 6, CH-8092 Zürich, Switzerland
E-mail addresses: hoffmann@inf.ethz.ch (M. Hoffmann), emo@inf.ethz.ch (E. Welzl)

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