

## —Architectural applications.

- The computer as an aid for the architect,  
 B. Peters (West Sussex County Council, U.K.);  
 A survey of hidden line algorithms,  
 J. L. Encarnacao (University of Berlin, Germany);  
 Computer graphics system for school design,  
 P. Purcell (Royal College of Art, U.K.);  
 The architecture machine,  
 Prof. N. Negroponte (M.I.T. U.S.A.).

## —Mechanical applications.

- Interactive computer graphics in turbine blade design,  
 B. T. Torson (Systems International, U.K.);  
 Interactive computer graphics in Cam design,  
 S. Papez, H. J. Bartsch (Volkswagen, Germany);  
 An interactive graphics system to analyze a four bar mechanism,  
 J. Vlietstra (Philips, The Netherlands).

## —Software and system design.

- Fundamentals of an interactive computer graphics,  
 C. I. Johnson (I.B.M., U.S.A.);  
 How to choose the right data structure for a particular problem,  
 Prof. A. van Dam (Brown University, U.S.A.);  
 Designing a remote graphics system,  
 A. Lippert (I.B.M., The Netherlands);  
 Designing a multiple-console graphic system,  
 R. Armstrong (I.B.M., U.S.A.).

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## ERRATUM

In the paper by Kölbig, Mignaco, and Remiddi, BIT 10: 1, p. 59, last line, for *La*, read *Lo*.