

ACM Transactions on Graphics (TOG)

```
@article{1778766,  
  author = {Adams, Andrew and Talvala, Eino-Ville and Park, Sung Hee and Jacobs, David E.  
and Ajdin, Boris and Gelfand, Natasha and Dolson, Jennifer and Vaquero, Daniel and Baek,  
Jongmin and Tico, Marius and Lensch, Hendrik P. A. and Matusik, Wojciech and Pulli, Kari and  
Horowitz, Mark and Levoy, Marc},  
  title = {The Frankencamera: an experimental platform for computational photography},  
  journal = {ACM Trans. Graph.},  
  volume = {29},  
  number = {4},  
  year = {2010},  
  issn = {0730-0301},  
  pages = {1--12},  
  doi = {http://doi.acm.org/10.1145/1778765.1778766},  
  publisher = {ACM},  
  address = {New York, NY, USA},  
}
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@article{1276382,  
  author = {Hays, James and Efros, Alexei A.},  
  title = {Scene completion using millions of photographs},  
  journal = {ACM Trans. Graph.},  
  volume = {26},  
  number = {3},  
  year = {2007},  
  issn = {0730-0301},  
  pages = {4},  
  doi = {http://doi.acm.org/10.1145/1276377.1276382},  
  publisher = {ACM},  
  address = {New York, NY, USA},  
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IEEE Transactions on Visualization and Computer Graphics (TVCG)

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@ARTICLE{5401160,  
  author={Popescu, V. and Rosen, P. and Arns, L. and Tricoche, X. and Wyman, C. and  
Hoffmann, C.M.},  
  journal={Visualization and Computer Graphics, IEEE Transactions on}, title={The General  
Pinhole Camera: Effective and Efficient Nonuniform Sampling for Visualization},  
  year={2010},  
  month={sep.},  
  volume={16},  
  number={5},  
  pages={777 -790},  
  keywords={GPC visualization;extreme antialiasing;focus-plus-context visualization;general  
pinhole camera;graphics hardware;image data;image plane;interactive visualization;nonuniform
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sampled images;remote visualization;rendering modes;sampling rate continuity;surface geometry;antialiasing;data visualisation,image processing,image sensors;interactive systems;rendering (computer graphics);telecontrol;},
doi={10.1109/TVCG.2010.22},
ISSN={1077-2626},}

@ARTICLE{765325,
author={Hodgins, J.K. and O'Brien, J.F. and Tumblin, J.},
journal={Visualization and Computer Graphics, IEEE Transactions on}, title={Perception of human motion with different geometric models},
year={1998},
month={oct.},
volume={4},
number={4},
pages={307 -316},
keywords={NURBS-based models;biological motion stimuli;clothing;flexible skin;geometric models;human figure animation;human motion perception;light-dot display;motion variation;muscles;paired motion sequences;polygonal models;rendering;sensitivity scores;stick figures;viewer perception;computational geometry;computer animation;human factors;rendering (computer graphics);sensitivity;visual perception;},
doi={10.1109/2945.765325},
ISSN={1077-2626},}

IEEE Computer Graphics and Applications (CG&A)

@ARTICLE{5556727,
author={Singh, Gary},
journal={Computer Graphics and Applications, IEEE}, title={A Vehicle through Which to Travel},
year={2010},
month={sep.},
volume={30},
number={5},
pages={4 -5},
keywords={},
doi={10.1109/MCG.2010.82},
ISSN={0272-1716},}

@ARTICLE{252557,
author={Nelson, T.R. and Elvins, T.T.},
journal={Computer Graphics and Applications, IEEE}, title={Visualization of 3D ultrasound data},
year={1993},
month={nov.},
volume={13},
number={6},
pages={50 -57},
keywords={3D ultrasound data visualisation;data classification;interactive visualization;medical

imaging;multidimensional medical imaging;multiplexer slicing;scientific visualization;shading;surface fitting;viewing;volume rendering;acoustic imaging;data visualisation;medical image processing;rendering (computer graphics);},
doi={10.1109/38.252557},
ISSN={0272-1716},}

ACM SIGGRAPH *Computer Graphics* (conference proceedings only)

@article{1852650,
author = {Draves, Scott and Draves, Isabel Walcott},
title = {The flame algorithm and its open source culture},
journal = {SIGGRAPH Comput. Graph.},
volume = {44},
number = {3},
year = {2010},
issn = {0097-8930},
pages = {1--9},
doi = {http://doi.acm.org/10.1145/1852645.1852650},
publisher = {ACM},
address = {New York, NY, USA},
}

@article{1408631,
author = {Amakawa, Jon},
title = {Exploring the world of 16th century Japanese castles and samurai in real-time 3D},
journal = {SIGGRAPH Comput. Graph.},
volume = {42},
number = {3},
year = {2008},
issn = {0097-8930},
pages = {1--4},
doi = {http://doi.acm.org/10.1145/1408626.1408631},
publisher = {ACM},
address = {New York, NY, USA},
}

Computers and Graphics (C&G)

@article{Xiong2010513,
title = "A ShortStraw-based algorithm for corner finding in sketch-based interfaces",
journal = "Computers & Graphics",
volume = "34",
number = "5",
pages = "513 - 527",
year = "2010",
note = "CAD/GRAPHICS 2009; Extended papers from the 2009 Sketch-Based Interfaces and Modeling Conference; Vision, Modeling & Visualization",
issn = "0097-8493",

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doi = "DOI: 10.1016/j.cag.2010.06.008",
url = "http://www.sciencedirect.com/science/article/B6TYG-50GMMFK-
1/2/eedbc3c471a19d570bc05d4a055cfe02",
author = "Yiyan Xiong and Joseph J. LaViola Jr.",
keywords = "ShortStraw",
keywords = "Corner finding",
keywords = "Polyline ink strokes",
keywords = "Sketch recognition"
}
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@article{Michahelles2003839,
title = "Applying wearable sensors to avalanche rescue",
journal = "Computers & Graphics",
volume = "27",
number = "6",
pages = "839 - 847",
year = "2003",
note = "",
issn = "0097-8493",
doi = "DOI: 10.1016/j.cag.2003.08.008",
url = "http://www.sciencedirect.com/science/article/B6TYG-49R5D90-
1/2/b5d9cbdf60946bbe2012df63210062ee",
author = "Florian Michahelles and Peter Matter and Albrecht Schmidt and Bernt Schiele",
keywords = "Situation-awareness",
keywords = "Wearable-sensing",
keywords = "Personal assistance",
keywords = "Avalanche rescue",
keywords = "Mobile application",
keywords = "Wearable computing"
}
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Computer Graphics Forum (CGF)

```
@article{5356839220100901,
Abstract = {To achieve a full-scale simulation of a pyrite mine, a highly immersive environment becomes necessary and this research has led to a complex system enabling users to walk through a virtual mine in real time, presenting all the behaviours present in such environment. Some of the problems encountered are the tunnels behaviours, including highly contrasted images due to the presence of the head light, narrow paths, elevators, sound reverberation and tunnels texture shades. The use of immersive virtual reality enables the generation of high-quality simulations, because it is possible to control several feedback mechanisms such as the degree of luminance of produced imagery and spatial sound. In this research, a projection infrastructure and tracking system were specified and developed, aiming at producing the best results for this kind of simulation. To achieve our purposes, distributed algorithms were developed to run in a cluster solution that drives a four-sided CAVE-like environment. },
Author = {Soares, L. P. and Pires, F. and Varela, R. and Bastos, R. and Carvalho, N. and Gaspar, F. and Dias, M. S.},
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ISSN = {01677055},
Journal = {Computer Graphics Forum},
Keywords = {CONCURRENT engineering, COMPUTER simulation, REAL-time programming, COMPUTER graphics, ENGINEERING graphics, 3D multimodal interaction, Computer Graphics [I.3.2]: Graphic System-distributed/network graphics, Computer Graphics [I.3.7]: Three-Dimensional Graphics and Realism - virtual reality -, immersive environments, multi-projection},
Number = {6},
Pages = {1756 - 1769},
Title = {Designing a Highly Immersive Interactive Environment: The Virtual Mine.},
Volume = {29},
URL =
{<http://search.ebscohost.com.libproxy.uml.edu/login.aspx?direct=true&db=aph&AN=53568392&site=ehost-live>},
Year = {2010},
}

@article{1827192920050901,
Abstract = {This talk takes you behind the scenes at Pixar Animation Studios for an in-depth look at how its 3d computer graphics films are made. Making a computer animated film involves people with artistic talent and people with technical skills working together in close collaboration. The process starts with the development of the story and continues with modeling the geometry, adding articulation controls, using those controls to animate the characters, simulating things like water and cloth and hair, defining the look of the surfaces, putting lights in the scene, adding special effects, rendering, and post-production. Special emphasis is given to the roles of technology and computer graphics research in supporting the filmmaker. [ABSTRACT FROM AUTHOR]},
Author = {Cook, Rob},
ISSN = {01677055},
Journal = {Computer Graphics Forum},
Keywords = {ANIMATED films, COMPUTER graphics, MOTION pictures -- Production & direction, CHARACTERS & characteristics in motion pictures, PIXAR (Company)},
Number = {3},
Pages = {243},
Title = {Movie Making at Pixar: A Collaboration of Art and Technology.},
Volume = {24},
URL =
{<http://search.ebscohost.com.libproxy.uml.edu/login.aspx?direct=true&db=aph&AN=18271929&site=ehost-live>},
Year = {2005},
}

Visual Computer

@article {springerlink:10.1007/s00371-009-0415-4,
author = {Park, Min},

affiliation = {Macrograph Co., Seoul, Korea},
title = {Guiding flows for controlling crowds},
journal = {The Visual Computer},
publisher = {Springer Berlin / Heidelberg},
issn = {0178-2789},
keyword = {Computer Science},
pages = {1383-1391},
volume = {26},
issue = {11},
url = {http://dx.doi.org/10.1007/s00371-009-0415-4},
note = {10.1007/s00371-009-0415-4},
year = {2010}
}

@article {springerlink:10.1007/s00371-006-0053-z,
author = {Waschbüsch, Michael and Würmlin, Stephan and Gross, Markus},
affiliation = {ETH Zürich Computer Graphics Laboratory Zürich Switzerland},
title = {Interactive 3D video editing},
journal = {The Visual Computer},
publisher = {Springer Berlin / Heidelberg},
issn = {0178-2789},
keyword = {Computer Science},
pages = {631-641},
volume = {22},
issue = {9},
url = {http://dx.doi.org/10.1007/s00371-006-0053-z},
note = {10.1007/s00371-006-0053-z},
year = {2006}}