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1 Introduction

Paper One: Ken Perlin paper on perlin noise

Perlin Noise Pixel Shaders [1]

Paper Two: Improving Noise [2]

This paper

Paper Three: The Multilevel Finite Element Method for Adaptive Mesh Optimization and Visualization of Volume Data [3]

Paper Four: Dual/primal mesh optimization for polygonized implicit surfaces [4]

Paper Five: Illumination for computer generated pictures [5]

Paper Six: An improved illumination model for shaded display [6]

References

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[2] K. Perlin, "Improving noise," in *ACM Transactions on Graphics (TOG)*, vol. 21, pp. 681–682, ACM, 2002.

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[6] T. Whitted, "An improved illumination model for shaded display," in *ACM Siggraph 2005 Courses*, p. 4, ACM, 2005.