Grupo	Temas	Data	Alunos	Artigo de Referencia	Codigo Fonte Three.js
I	**Animação de Tecidos**	**22/8**		Provot, Xavier. "Deformation constraints in a mass-spring model to describe rigid cloth behaviour." *Graphics interface*. Canadian Information Processing Society, 1995. http://kucg.korea.ac.kr/education/2005/CSCE352/paper/provot95.pdf http://www.andrew.cmu.edu/user/iheath/418/cloth/CUDAClothSimulatorFinalReport.html	http://threejs.org/examples/#webgl_animation_cloth
II	**Tone Mapping**	**22/8**		Mantiuk, Radoslaw, A. Tomaszewska, and W. Heidrich. "Color correction for tone mapping." Computer Graphics Forum. Vol. 28. No. 2. Blackwell Publishing Ltd, 2009. http://www.cs.ubc.ca/~mantiuk/pdfs/mantiuk09cctm.pdf	https://threejs.org/examples/webgl_tonemapping.html https://threejs.org/examples/webgl_shaders_tonemapping.html
III	**Ambiente Oclusion**	**24/8**	**Caio Lucas Lara**	Pharr, Matt, and Simon Green. "Ambient occlusion." *GPU Gems* 1 (2004): 279-292. http://developer.download.nvidia.com/books/HTML/gpugems/gpugems_ch17.html	http://alteredqualia.com/three/examples/webgl_postprocessing_ssao.html
IV	**Non-Photorealistic Rendering**	**24/8**	**Evaldo Danillo Lima**	Verevka, O., & Buchanan, J. W. (1999, September). Halftoning with image-based dither screens. In Proceedings of the 1999 conference on Graphics interface (Vol. 99, pp. 167-174). http://graphicsinterface.org/wp-content/uploads/gi1999-22.pdf	https://www.clicktorelease.com/code/npr-shading/
V	**Volume Rendering**	**29/8**	**Genicleito Ramon**	Ikits, M., Kniss, J., Lefohn, A., & Hansen, C. (2004). Volume rendering techniques. GPU Gems, 1. https://developer.nvidia.com/gpugems/GPUGems/gpugems_ch39.html	https://www.chromeexperiments.com/experiment/reslice-it
VI	**Displacement Mapping**	**29/8**	**Rafael Brasileiro Adeilson**	Szirmay-Kalos, L., & Umenhoffer, T. (2008, September). Displacement Mapping on the GPU—State of the Art. In Computer Graphics Forum (Vol. 27, No. 6, pp. 1567-1592). Blackwell Publishing Ltd. https://pdfs.semanticscholar.org/4ec1/914e7d2319be9bc6da58dd57e5aa16be6c9c.pdf	https://threejs.org/examples/webgl_materials_displacementmap.html
VII	**Area Light**	**31/8**	**Danilo Dourado Joselito**	Hasenfratz, J. M., Lapierre, M., Holzschuch, N., & Sillion, F. (2003, December). A Survey of Real-time Soft Shadows Algorithms. In Computer Graphics Forum (Vol. 22, No. 4, pp. 753-774). Blackwell Publishing, Inc. http://hal.univ-grenoble-alpes.fr/docs/00/28/13/88/PDF/SurveyRTSoftShadows.pdf	https://threejs.org/examples/webgl_lights_rectarealight.html
VIII	**High Dynamic Range Images**	**31/8**	**João Gondim Felipe Rabello**	Cohen, J., Tchou, C., Hawkins, T., & Debevec, P. (2001). Real-Time high dynamic range texture mapping. In *Rendering techniques 2001* (pp. 313-320). Springer, Vienna. http://www.dtic.mil/get-tr-doc/pdf?AD=ADA459538	https://threejs.org/examples/webgl_materials_texture_hdr.html https://threejs.org/examples/webgl_hdr.html

Data	Grupo	Alunos	Itens de Avaliação da Apresentação																Media
			Organização		Clareza da Apresentação		Motivação do tema		Objetivos do Artigo/Demo		Dominio do tema		Aspectos Teóricos		Aspectos Práticos		Discussão dos Resultados		Total	
			0,5		0,5		0,5		0,5		2,0		2,0		2,0		2,0		10,0	
			A	R	A	R	A	R	A	R	A	R	A	R	A	R	A	R	A	R	