Lista de temas dentro da computação gráfica (para busca):

* Game Development
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Game+development&btnG>=
* “In Games”
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=In+games&btnG>=
* Serious game (termo mt importante para jogos sérios – saúde, educação, cirurgia, etc)
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Serious+game&btnG>=
* 2D game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=2d+game&btnG>=
* 2.5D game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=2.5d+game&btnG>=
* 3D game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=3d+game&btnG>=
* Culling game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Culling+game&btnG>=
* Light game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0,5&q=Light+game>
* Game illumination
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Game+illumination&btnG=&oq=Game+illumi>
* Realtime game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Realtime+game&btnG>=
* Procedural generation game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Procedural+generation+game&btnG>=
* Asset generation game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Asset+generation+game&btnG>=
* Mixed reality
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Mixed+reality&btnG>=
* Game theory
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Game+theory&btnG>=
* Fluid simulation
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Fluid+simulation&btnG>=
* Physics game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Physics+game&btnG>=
* Indie game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Indie+game&btnG>=
* Ray tracing
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Ray+tracing&btnG>=
* Triangulation
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=triangulation&oq=Triangula>
* Mesh triangulation
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=mesh+triangulation&btnG>=
* Mesh generation
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=mesh+generation&btnG>=
* Texture synthesis
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Texture+synthesis&btnG>=
* Texture machine learning
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Texture+machine+learning&btnG>=
* Fragment shader
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Fragment+shader&btnG>=
* Vertex shader
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Vertex+shader&btnG>=
* Cuda / game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Cuda+and+game&btnG>=
* Destructive game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Destructive+game&btnG>=
* Destructive particles
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=destructive+particles&btnG>=
* Lineart drawing game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Lineart+drawing+game&btnG>=
* Coloring lineart
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Coloring+lineart&btnG>=
* 3D animation
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=3d+animation&btnG>=
* 2D animation game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=2d+animation+game&btnG>=
* Coloring game asset
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Coloring+game+asset&btnG>=
* Shadow cast game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Shadow+cast+game&btnG>=
* Character procedural generation
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Character+procedural+generation&btnG>=
* Map procedural generation
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Map+procedural+generation&btnG>=
* Level procedural generation
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=level+procedural+generation&btnG>=
* Point cloud
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=point+cloud&btnG>=
* Point cloud segmentation
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=point+cloud+segmentation&btnG>=
* Point cloud registration
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=point+cloud+registration&btnG=&oq=point+cloud+regi>
* Point cloud compression
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=point+cloud+compression&btnG=&oq=point+cloud+com>
* Mesh compression
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Mesh+compression&btnG>=
* Point cloud reconstruction
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=point+cloud+reconstruction&btnG>=
* Point cloud classification
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=point+cloud+classification&oq=point+cloud>+
* Point cloud denoising
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=point+cloud+denoising&btnG=&oq=point+cloud>+
* Pathfinding game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=pathfinding+game&btnG>=
* Story game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Story+game&btnG>=
* Game provenance
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Game+provenance&btnG>=
* Game analytics
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Game+analytics&btnG>=
* Reinforcement learning game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Reinforcement+learning+game&btnG>=
* Game machine learning
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Game+Machine+learning&btnG>=
* Responsive game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Responsive+game&btnG>=
* Game gui
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Game+gui&btnG>=
* Game hci
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Game+hci&btnG>=
* Virtual reality
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Virtual+reality&btnG>=
* Augmented reality
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=augmented+reality&oq=Augmented>+
* Head mounted display
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Head+mounted+display&btnG>=
* Head mounted display machine learning
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Head+mounted+display+machine+learning&btnG>=
* Cybersickness
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Cybersickness&btnG>=
* Game asset machine learning
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Game+asset+machine+learning&btnG>=
* Generative adversarial networks game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=generative+adversarial+networks+game&btnG>=
* Storytelling machine learning
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Storytelling+Machine+learning&btnG>=
* Toon shader
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Toon+shader&btnG>=
* Anti aliasing game
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Anti+aliasing+game&btnG>=
* Light cast game realtime
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Light+cast+game+realtime&btnG>=
* Game design
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=game+design&oq=game>
* Game based learning
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=game+based+learning&oq=game>+
* Character design
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Character+design&btnG>=
* Reinforcement learning game
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=Reinforcement+learning+game&btnG>=
* Reinforcement learning play
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=Reinforcement+learning+play&btnG>=
* Evolutionary game
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=evolutionary+game&btnG>=
* Game optimization
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=game+optimization&btnG>=
* Simulator sickness
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=simulator+sickness&oq=Simulator>
* Simulator graphics
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=simulator+graphics&btnG>=
* Satellite image
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=satellite+image&btnG>=
* Satellite texture synthesis
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=satellite+texture+synthesis&btnG>=
* Satellite procedural generation
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=Satellite+procedural+generation&btnG>=
* Fractal generation
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=fractal+generation&btnG>=
* Fractal procedural generation
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=fractal+procedural+generation&btnG>=
* 3d scan
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=3d+scan&btnG>=
* Lidar scan
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=lidar+scan&btnG>=
* Projective transformation
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=projective+transformation&btnG>=
* Elastic transformation
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=elastic+transformation&btnG>=
* Affine transformation
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=affine+transformation&btnG>=
* Game analysis
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=game+analysis&btnG=&oq=game+ana>
* Game analytics
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=game+analytics&btnG>=
* Image registration
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=image+registration&btnG>=
* Medical image registration
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=medical+image+registration&btnG>=
* Isometric game
  + <https://scholar.google.com.br/scholar?q=Isometric+game&hl=pt-BR&as_sdt=0,5>
* Simulator medical
  + <https://scholar.google.com.br/scholar?hl=pt-BR&as_sdt=0%2C5&q=simulator+medical&btnG>=
* CUDA
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=CUDA&btnG>=
* Perlin noise
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=perlin+noise&btnG>=
* Noise generation procedural
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=noise+generation+procedural&btnG>=
* OpenCL
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=opencl&btnG>=
* GPGPU
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=GPGPU&btnG>=
* Distance image (calcular distância / similaridade entre imagens)
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=distance+image&btnG>=
* Image similarity
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=image+similarity&btnG>=
* Image synthesis
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=Image+synthesis&btnG>=
* QR code
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=qr+code&btnG>=
* Barcode
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0,5&q=barcode>
* Stereo vision
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=stereo+vision&btnG>=
* Feature matching
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=feature+matching&btnG>=
* SIFT SURF
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=SIFT+SURF&btnG>=
* Detection image (detecção de alguma coisa local em uma ou várias imagens)
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=detection+image&btnG>=
* Target detection
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=target+detection&btnG>=
* Digital twins
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=digital+twin&btnG>=
* CGI
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=CGI&btnG>=
* Biometrics (dentro do contexto de comp gráfica)
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=Biometrics+visual&btnG>=
* Data visualization
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=Data+visualization&btnG>=
* Data understanding (dentro do contexto visual)
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=Data+understanding&btnG>=
* Image compression (usando GPU)
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=Image+compression&btnG>=
* Procedural audio generation (usando GPU)
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=Audio+procedural+generation&btnG>=
* Audio compression (usando GPU)
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=audio+compression&btnG>=
* Image filters (no contexto de games)
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=Image+filters+game&btnG>=
* Image upscaling (no contexto de games)
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=image+upscaling&btnG>=
* Image downscaling (no contexto de games)
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=image+downscaling&btnG>=
* Shader graphical effect
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=shader+graphical+effect&btnG>=
* Illumination model
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=illumination+model&btnG>=
* Body simulation
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=body+simulation&btnG>=
* Body dynamics
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=body+dinamics&btnG>=
* Fluid dynamics
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=fluid+dynamics&btnG>=
* Fluid CUDA
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=fluid+CUDA&btnG>=
* Fluid shader
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=fluid+shader&btnG>=
* Heightmap
  + <https://scholar.google.com.br/scholar?q=heightmap&hl=en&as_sdt=0,5>
* Terrain generation
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=terrain+generation&btnG>=
* Foliage mesh
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=foliage+mesh&btnG>=
* Cellular automata procedural generation
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=cellular+automata+procedural+generation&btnG>=
* Diamond square algorithm
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=diamond+square+algorithm&btnG>=
* Fractal noise
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=fractal+noise&btnG>=
* Random walk procedural generation
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=Random+walk+procedural+generation&btnG>=
* Simplex noise
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=simplex+noise&btnG>=
* Generative AI (no contexto de imagens)
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=generative+ai&btnG>=
* Stable diffusion
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=stable+diffusion&btnG>=
* Game theory (aplicações na computação e jogos)
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=game+theory&btnG>=
* Texture generation
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=texture+generation&btnG>=
* Level design
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=level+design&btnG>=
* Computer vision (e aplicações)
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=computer+vision&btnG>=
* Robot navigation
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=robot+navigation&btnG>=
* Obstacle avoidance
  + <https://scholar.google.com.br/scholar?hl=en&as_sdt=0%2C5&q=obstacle+avoidance&btnG>=