Journal Finder

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1.ACM Transactions on Graphics: TOG

Journal 1:

```
@inproceedings{Moser:2017:MFD:3084363.3085086,
 author = {Moser, Lucio and Hendler, Darren and Roble, Doug},
 title = {Masquerade: Fine-scale Details for Head-mounted Camera
Motion Capture Data},
 booktitle = {ACM SIGGRAPH 2017 Talks},
 series = {SIGGRAPH '17},
 year = {2017},
 isbn = {978-1-4503-5008-2},
 location = {Los Angeles, California},
 pages = {18:1--18:2},
 articleno = {18},
 numpages = {2},
 url = {http://doi.acm.org/10.1145/3084363.3085086},
 doi = {10.1145/3084363.3085086},
 acmid = {3085086},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {data-driven upsampling, head-mounted cameras,
motion capture},
}
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Journal 2:

```
@inproceedings{Martin:2015:MMG:2776880.2787664,
 author = {Martin, Sam and Garrard, Andrew and Gruber, Andrew
and Bjorge, Marius and Zioma, Renaldas and Benge, Simon and
Nummelin, Niklas},
 title = {Moving Mobile Graphics},
 booktitle = {ACM SIGGRAPH 2015 Courses},
 series = {SIGGRAPH '15},
 year = {2015},
 isbn = {978-1-4503-3634-5},
 location = {Los Angeles, California},
 articleno = {18},
 url = {http://doi.acm.org/10.1145/2776880.2787664},
 doi = {10.1145/2776880.2787664},
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 acmid = {2787664},
 publisher = {ACM},
 address = {New York, NY, USA},
}
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2.IEEE Transactions on Visualization and Computer Graphics (TVCG)

Journal 1:

```
@ARTICLE {7833028, author= {M. Krichenbauer and G. Yamamoto and
T. Taketom and C. Sandor and H. Kato},
journal= {IEEE Transactions on Visualization and Computer
Graphics},
title= {Augmented Reality versus Virtual Reality for 3D Object
Manipulation},
year= {2018},
 volume= {24},
 number= {2},
 pages= {1038-1048},
keywords= {Augmented reality;Mice;Performance
evaluation;Resists;Three-dimensional
displays;Training;Visualization;Artificial;and virtual
realities-multimedia information systems-information interfaces
and representation;augmented;interaction techniquesmethodology
and techniques-computer graphics},
doi={10.1109/TVCG.2017.2658570},
ISSN= {1077-2626},
month={Feb},}
```

Journal 2:

```
@inproceedings{Kunii:2003:CAS:827051.827075,
 author = {Kunii, Tosiyasu L.},
 title = {Capstone Address: On Science of Computer
Visualization},
 booktitle = {Proceedings of the 2003 Eurographics/IEEE TVCG
Workshop on Volume Graphics},
 series = {VG '03},
 year = {2003},
 isbn = {1-58113-745-1},
 location = {Tokyo, Japan},
 pages = {151--151},
 numpages = {1},
 url = {http://doi.acm.org/10.1145/827051.827075},
 doi = {10.1145/827051.827075},
 acmid = {827075},
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 publisher = {ACM},
 address = {New York, NY, USA},
}
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3.IEEE Computer Graphics and Applications (CG&A)

Journal 1:

@ARTICLE{8103316,
author={C. Jaenichen},
journal={IEEE Computer Graphics and Applications},
title={Visual Communication and Cognition in Everyday Decision-Making},
year={2017},
volume={37},
number={6},
pages={10-18},
abstract={The role of visual communication quickly changes, however, and with the influence and evolution of new materials and technology, commercial art and graphic design approaches were created. From cuneiform (a writing system that dates back to Mesopotamia that used a stylus to imprint markings on clay tablets) to Johannes Gutenberg's development of metal movable type and the start of the printing revolution, materials and technology created opportunities for visual communication to reach more people and share more diverse messaging faster than ever before.},
keywords={cognition;decision making;social sciences;cognition;cuneiform;decision making;printing materials;printing revolution;printing technology;visual communication;Cognition;Decision making;Risk assessment;Visual communication;Visualization;computer graphics;computer graphics applications;graphic design;health risk communication;information design;visual communication},
doi={10.1109/MCG.2017.4031060},
ISSN={0272-1716},
month={November},}

Journal 2:

@ARTICLE{6516498,
author={G. Singh},
journal={IEEE Computer Graphics and Applications},
title={Creation and Deconstruction},
year={2013},
volume={33},
number={3},
pages={3-4},
abstract={This issue's article examines the digital artwork of Edwin van Munster.},

keywords={Edwin van Munster;Einstürzende Neubauten;Mandelbulb 3D;art;computer graphics},
doi={10.1109/MCG.2013.43},
ISSN={0272-1716},
month={May},}

4.ACM SIGGRAPH Computer Graphics (conference proceedings only, published as an ACM TOG issue)

Journal 1:

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@inproceedings{Feng:2017:JVA:3084363.3085045,
 author = {Feng, Andrew and Suma, Evan and Shapiro, Ari},
 title = {Just-in-time, Viable, 3D Avatars from Scans},
 booktitle = {ACM SIGGRAPH 2017 Talks},
 series = {SIGGRAPH '17},
 year = {2017},
 isbn = {978-1-4503-5008-2},
 location = {Los Angeles, California},
 pages = {19:1--19:2},
 articleno = {19},
 numpages = {2},
 url = {http://doi.acm.org/10.1145/3084363.3085045},
 doi = {10.1145/3084363.3085045},
 acmid = {3085045},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {3d, RGB-D, animation, avatar, photogrammetry,
rigging, scanning, skinning, virtual reality},
}
```

Journal 2:

```
@inproceedings{Byun:2016:DLI:2897839.2927445,
 author = {Byun, Dong Joo and Mansfield, James and Velazquez,
Cesar},
 title = {Delicious Looking Ice Cream Effects with Non-
simulation Approaches},
 booktitle = {ACM SIGGRAPH 2016 Talks},
 series = {SIGGRAPH '16},
 year = {2016},
 isbn = {978-1-4503-4282-7},
 location = {Anaheim, California},
 pages = {25:1--25:2},
 articleno = {25},
 numpages = {2},
 url = {http://doi.acm.org/10.1145/2897839.2927445},
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 doi = {10.1145/2897839.2927445},
 acmid = {2927445},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {2D drawovers, deformer, ice cream, non-simulation},
}
```

5.Computers and Graphics (C&G)

Journal 1:

@article{RIFFNALLERSCHIEFER201866,
title = "Physics-based deformation of subdivision surfaces for shared virtual worlds",
journal = "Computers & Graphics",
volume = "71",
pages = "66 - 76",
year = "2018",
issn = "0097-8493",
doi = "https://doi.org/10.1016/j.cag.2017.12.005",
url = "http://www.sciencedirect.com/science/article/pii/S0097849317302182",
author = "Andreas Riffnaller-Schiefer and Ursula H. Augsdörfer and Dieter W. Fellner",
keywords = "Subdivision surfaces, Isogeometric analysis, Interactive, Soft-body, Web service",
abstract = "Creating immersive interactive virtual worlds not only require plausible visuals, but it is also important to allow the user to interact with the virtual scene in a natural way. While rigid-body physics simulations are widely used to provide basic interaction, realistic soft-body deformations of virtual objects are challenging and therefore typically not offered in multi user environments. We present a web service for interactive deformation which can accurately replicate real world material behavior. Its architecture is highly flexible, can be used from any web enabled client, and facilitates synchronization of computed deformations across multiple users and devices at different levels of detail."
}

Journal 2:

@article{ZHI2017,
title = "Toward real-time 3D object recognition: A lightweight volumetric CNN framework using multitask learning",
journal = "Computers & Graphics",
year = "2017",
issn = "0097-8493",
doi = "https://doi.org/10.1016/j.cag.2017.10.007",
url = "http://www.sciencedirect.com/science/article/pii/S0097849317301735",

author = "Shuaifeng Zhi and Yongxiang Liu and Xiang Li and Yulan Guo",
keywords = "3D object recognition, Shape classification, Volumetric CNN, Real time",
abstract = "3D data are becoming increasingly popular and easier to access, making 3D information increasingly important for object recognition. Although volumetric convolutional neural networks (CNNs) have been exploited to recognize 3D objects and have achieved notable progress, their computational cost is too high for real-time applications. In this paper, we propose a lightweight volumetric CNN architecture (namely, LightNet) to address the real-time 3D object recognition problem leveraging on multitask learning. We use LightNet to simultaneously predict class and orientation labels from complete and partial shapes. In contrast to the earlier version of this method presented at 3DOR 2017, this extended version introduces batch normalization and better training strategies to improve the recognition accuracy, and also includes more experiments on the newly released large-scale ShapeNet Core55 dataset. Our model has been evaluated on three publicly available benchmarks of complete 3D CAD shapes and incomplete point clouds. Experimental results show that our model achieves the state-of-the-art 3D object recognition performance among shallow volumetric CNNs with the smallest number of training parameters. It is also demonstrated that our method can perform accurate object recognition in real time (less than 6 ms)."
}

6.Computer Graphics Forum (CGF)

Journal 1:

@article {CGF:CGF12990,
author = {Wang, Z. and Esturo, J. Martinez and Seidel, H.-P. and Weinkauf, T.},
title = {Stream Line–Based Pattern Search in Flows},
journal = {Computer Graphics Forum},
volume = {36},
number = {8},
issn = {1467-8659},
url = {http://dx.doi.org/10.1111/cgf.12990},
doi = {10.1111/cgf.12990},
pages = {7--18},
keywords = {visualization, pattern search, stream lines, Categories and Subject Descriptors (according to ACM CCS): I.3.3 [Computer Graphics]: Picture/Image Generation–Line and curve generation},
year = {2017},
abstract = {We propose a method that allows users to define flow features in form of patterns represented as sparse sets of stream line segments. Our approach finds similar occurrences in the same or other time steps. Related approaches define patterns using dense, local stencils or support only single segments. Our patterns are defined sparsely and can have a significant extent, i.e., they are integration-based and not local. This allows for a greater flexibility in

defining features of interest. Similarity is measured using intrinsic curve properties only, which enables invariance to location, orientation, and scale. Our method starts with splitting stream lines using globally consistent segmentation criteria. It strives to maintain the visually apparent features of the flow as a collection of stream line segments. Most importantly, it provides similar segmentations for similar flow structures. For user-defined patterns of curve segments, our algorithm finds similar ones that are invariant to similarity transformations. We showcase the utility of our method using different 2D and 3D flow fields.},
}

Journal 2:

@article {CGF:CGF12739,
author = {Huberman, Inbar and Fattal, Raanan},
title = {Reducing Lateral Visual Biases in Displays},
journal = {Computer Graphics Forum},
volume = {35},
number = {8},
issn = {1467-8659},
url = {http://dx.doi.org/10.1111/cgf.12739},
doi = {10.1111/cgf.12739},
pages = {19--31},
keywords = {high dynamic range, tone mapping, I.2.10 [Computer Graphics]: Vision and Scene Understanding–Perceptual reasoning},
year = {2016},
abstract = {The human visual system is composed of multiple physiological components that apply multiple mechanisms in order to cope with the rich visual content it encounters. The complexity of this system leads to non-trivial relations between what we see and what we perceive, and in particular, between the raw intensities of an image that we display and the ones we perceive where various visual biases and illusions are introduced. In this paper, we describe a method for reducing a large class of biases related to the lateral inhibition mechanism in the human retina where neurons suppress the activity of neighbouring receptors. Among these biases are the well-known Mach bands and halos that appear around smooth and sharp image gradients as well as the appearance of false contrasts between identical regions. The new method removes these visual biases by computing an image that contains counter biases such that when this laterally compensated image is viewed on a display, the inserted biases cancel the ones created in the retina. User study results confirm the usefulness of the new approach for displaying various classes of images, visualizing physical data more faithfully and improving the ability to perceive constancy in brightness.},
}

7.Visual Computer

Journal 1:

@Article{Wan2017,
author="Wan, Lili
and Zou, Changqing
and Zhang, Hao",
title="Full and partial shape similarity through sparse descriptor reconstruction",
journal="The Visual Computer",
year="2017",
month="Dec",
day="01",
volume="33",
number="12",
pages="1497--1509",
abstract="We introduce a novel approach to measuring similarity between two shapes based on sparse reconstruction of shape descriptors. The main feature of our approach is its applicability in situations where either of the two shapes may have moderate to significant portions of its data missing. Let the two shapes be A and B. Without loss of generality, we characterize A by learning a sparse dictionary from its local descriptors. The similarity between A and B is defined by the error incurred when reconstructing B's descriptor set using the basis signals from A's dictionary. Benefits of using sparse dictionary learning and reconstruction are twofold. First, sparse dictionary learning reduces data redundancy and facilitates similarity computations. More importantly, the reconstruction error is expected to be small as long as B is similar to A, regardless of whether the similarity is full or partial. Our proposed approach achieves significant improvements over previous works when retrieving non-rigid shapes with missing data, and it is also comparable to state-of-the-art methods on the retrieval of complete non-rigid shapes.",
issn="1432-2315",
doi="10.1007/s00371-016-1293-1",
url="https://doi.org/10.1007/s00371-016-1293-1"
}

Journal 2:

@Article{Barth1994,
author="Barth, Wihelm
and Lieger, Roland
and Schindler, Michael",
title="Ray tracing general parametric surfaces using interval arithmetic",
journal="The Visual Computer",
year="1994",
month="Aug",

day="01",
volume="10",
number="7",
pages="363--371",
abstract="This paper describes an algorithm for ray tracing general parametric surfaces. After dividing the surface adaptively into small parts, a binary tree of these parts is built. For each part a bounding volume is calculated with interval arithmetic. From linear approximations and intervals for the partial derivatives it is possible to construct parallelepipds that adapt the orientation and shape of the surface parts very well and form very tight enclosures. Therefore we can develop an algorithm for rendering that is similar to that used with B{\`e}zier and B-spline surfaces, where the bounding volumes are derived from the convex hull property. The tree of enclosures (generated once in a preprocessing step) guarantees that each ray that hits the surface leads to an iteration on a very small surface part; this iteration can be robustly (and very quickly) performed in real arithmetic.",
issn="1432-2315",
doi="10.1007/BF01900662",
url="https://doi.org/10.1007/BF01900662"
}