COMP 5460- COMPUTER GRAPHICS I

Journal Finder
Principal Graphics Literature Sources

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ACM Transactions on Graphics (TOG)

Appearance Modeling via Proxy-to-Image Alignment
(https://dl.acm.org/citation.cfm?doid=3158353)

@article{Huang:2018:AMV:3151031.3158353,
 author = {Huang, Hui and Xie, Ke and Ma, Lin and Lischinski, Dani and Gong, Minglun and Tong, Xin and Cohen-Or, Daniel},
 title = {Appearance Modeling via Proxy-to-Image Alignment},
 journal = {ACM Trans. Graph.},
 issue_date = {January 2018},
 volume = {37},
 number = {1},
 month = jan,
 year = {2018},
 issn = {0730-0301},
 pages = {10:1--10:15},
 articleno = {10},
 numpages = {15},
 url = {http://doi.acm.org/10.1145/3158353},
 doi = {10.1145/3158353},
 acmid = {3158353},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {Appearance modeling, appearance transfer, detail extraction, intrinsic image decomposition, shape alignment, shape deformation, texture synthesis},
}

Photo tourism: exploring photo collections in 3D
(https://dl.acm.org/citation.cfm?doid=1179352.1141964)

@article{Snavely:2006:PTE:1141911.1141964,
author = {Snavely, Noah and Seitz, Steven M. and Szeliski, Richard},
title = {Photo Tourism: Exploring Photo Collections in 3D},
journal = {ACM Trans. Graph.}, issue_date = {July 2006},
volume = {25},
number = {3},
month = jul,
year = {2006},
issn = {0730-0301},
pages = {835--846},
numpages = {12},
url = {http://doi.acm.org/10.1145/1141911.1141964},
doi = {10.1145/1141911.1141964},
acmid = {1141964},
publisher = {ACM},
address = {New York, NY, USA},
keywords = {image-based modeling, image-based rendering, photo browsing, structure from motion},
}

@inproceedings{Snavely:2006:PTE:1179352.1141964,
author = {Snavely, Noah and Seitz, Steven M. and Szeliski, Richard},
title = {Photo Tourism: Exploring Photo Collections in 3D},
booktitle = {ACM SIGGRAPH 2006 Papers},
series = {SIGGRAPH '06},
year = {2006},
isbn = {1-59593-364-6},
location = {Boston, Massachusetts},
pages = {835--846},
numpages = {12},
url = {http://doi.acm.org/10.1145/1179352.1141964},
doi = {10.1145/1179352.1141964},
acmid = {1141964},
publisher = {ACM},
address = {New York, NY, USA},
keywords = {image-based modeling, image-based rendering, photo browsing, structure from motion},
}

IEEE **Transactions on Visualization and Computer Graphics *(TVCG)***

A Context-Aware Method for Authentically Simulating Outdoors Shadows for Mobile Augmented Reality

(http://ieeexplore.ieee.org.libproxy.uml.edu/document/7867820/citations)

@ARTICLE{7867820,
author={J. Barreira and M. Bessa and L. Barbosa and L. Magalhães},
journal={IEEE Transactions on Visualization and Computer Graphics},
title={A Context-Aware Method for Authentically Simulating Outdoors Shadows for Mobile Augmented Reality},
year={2018},
volume={24},
number={3},
pages={1223-1231},
keywords={Cameras;Clouds;Estimation;Lighting;Meteorology;Probes;Sun;Augmented reality;context-awareness;photometric registration;shadows coherence},
doi={10.1109/TVCG.2017.2676777},
ISSN={1077-2626},
month={March},
}

A Point – Cloud – Based Multiview Stereo Algorithm for Free – Viewpoint Video

(https://www.computer.org/csdl/trans/tg/2010/03/ttg2010030407-abs.html)

@article{10.1109/TVCG.2009.88,
author = {Wenli Xu, and Yebin Liu, and Qionghai Dai, },
title = {A Point-Cloud-Based Multiview Stereo Algorithm for Free-Viewpoint Video},
journal = {IEEE Transactions on Visualization & Computer Graphics},

volume = {16},
number = {},
issn = {1077-2626},
year = {2009},
pages = {407-418},
doi = {doi.ieeecomputersociety.org/10.1109/TVCG.2009.88},
publisher = {IEEE Computer Society},
address = {Los Alamitos, CA, USA}, }

IEEE Computer Graphics and Applications *(CG&A)*

Full-Body Animation of Human Locomotion in Reduced Gravity Using Physics-Based Control

(http://ieeexplore.ieee.org.libproxy.uml.edu/document/8103322/)

@ARTICLE{8103322,
author={Y. h. Kim and T. Kwon and D. Song and Y. J. Kim},
journal={IEEE Computer Graphics and Applications},
title={Full-Body Animation of Human Locomotion in Reduced Gravity Using Physics-Based Control},
year={2017},
volume={37},
number={6},
pages={28-39},
keywords={computer animation;gait analysis;nonlinear control systems;path planning;pendulums;Froude number;character model;gravitational conditions;human locomotion;motion planner;pendulum trajectory generator;physics-based control;pre-estimation model;reduced gravity;robust full-body animation;stable body animation;stride frequency;tracking;Adaptation models;Biological system modeling;Computational modeling;Gravity;Legged locomotion;Predictive models;Trajectory;3D graphics;animation;computational geometry;computer graphics;object modeling;physics-based modeling},
doi={10.1109/MCG.2017.4031066},
ISSN={0272-1716},
month={November},
}

Multiscaled Texture Synthesis Using Multisized Pixel Neighnorhoods

(https://www.computer.org/csdl/mags/cg/2007/03/mcg2007030041-abs.html)

@article{10.1109/MCG.2007.66,
author = {Xujiong Ye, and Feng Dong, },
title = {Multiscaled Texture Synthesis Using Multisized Pixel Neighborhoods},
journal = {IEEE Computer Graphics and Applications},
volume = {27},
number = {},
issn = {0272-1716},
year = {2007},
pages = {41-47},
doi = {doi.ieeecomputersociety.org/10.1109/MCG.2007.66},
publisher = {IEEE Computer Society},

address = {Los Alamitos, CA, USA},
}

ACM SIGGRAPH Computer Graphics

An interactive, mutli-modal workspace for physically based sound
(https://dl.acm.org/citation.cfm?doid=1982562.1982567)

@article{Schroeder:2011:IMW:1982562.1982567,
author = {Schroeder, Benjamin},
title = {An Interactive, Multi-modal Workspace for Physically Based Sound},
journal = {SIGGRAPH Comput. Graph.},
issue_date = {February 2011},
volume = {45},
number = {1},
month = feb,
year = {2011},
issn = {0097-8930},
pages = {3:1--3:8},
articleno = {3},
numpages = {8},
url = {http://doi.acm.org/10.1145/1982562.1982567},
doi = {10.1145/1982562.1982567},
acmid = {1982567},
publisher = {ACM},
address = {New York, NY, USA},
}

ACM SIGGRAPH Computer Graphics - Building Bridges - Science, the Arts & Technology
(https://dl.acm.org/citation.cfm?id=1629216)

@Article{2009:1629216,
journal = {SIGGRAPH Comput. Graph.},
year = {2009},
issn = {0097-8930},
volume = {43},
number = {2},
issue_date = {May 2009},
issue_description = {Building Bridges - Science, the Arts \& Technology},
publisher = {ACM},
address = {New York, NY, USA},
key = {{$\!\!$}} ,
}

Computers and Graphics (C&G)

Reconfiguration in bounded bandwidth and tree-depth

(https://www.sciencedirect.com/science/article/pii/S0022000017302246)

@article{WROCHNA20181,
title = "Reconfiguration in bounded bandwidth and tree-depth",
journal = "Journal of Computer and System Sciences",
volume = "93",
pages = "1 - 10",
year = "2018",
issn = "0022-0000",
doi = "https://doi.org/10.1016/j.jcss.2017.11.003",
url = "http://www.sciencedirect.com/science/article/pii/S0022000017302246",
author = "Marcin Wrochna",
keywords = "Reconfiguration, Recoloring, Treewidth, Bandwidth, Tree-depth, Graph homomorphism"
}

Visual copy & paste for procedurally modeled buildings by ruleset rewriting
(https://www.sciencedirect.com/science/article/pii/S0097849313000058?via%3Dihub)

@article{Barroso2013238,
title = "Visual copy & paste for procedurally modeled buildings by ruleset rewriting ",
journal = "Computers & Graphics ",
volume = "37",
number = "4",
pages = "238 - 246",
year = "2013",
note = "",
issn = "0097-8493",
doi = "http://dx.doi.org/10.1016/j.cag.2013.01.003",
url = "//www.sciencedirect.com/science/article/pii/S0097849313000058",
author = "Santiago Barroso and Gonzalo Besuievsky and Gustavo Patow",
keywords = "Procedural buildings",
keywords = "Interactive modeling",
keywords = "Graph rewriting "
}

***Computer Graphics Forum* (CGF)**

Automating Transfer Function Design with Valley Cell-Based Clustering of 2D Density Plots
(http://onlinelibrary.wiley.com/doi/10.1111/j.1467-8659.2012.03122.x/abstract?systemMessage=Please+be+advised+that+we+experienced+an+unexpected+issue+that+occurred+on+Saturday+and+Sunday+January+20th+and+21st+that+caused+the+site+to+be+down+for+an+extended+period+of+time+and+affected+the+ability+of+users+to+access+content+on+Wiley+Online+Library.+This+issue+has+now+been+fully+resolved.++We+apologize+for+any+inconvenie

nce+this+may+have+caused+and+are+working+to+ensure+that+we+can+alert+you+immediately+of+any+unplanned+periods+of+downtime+or+disruption+in+the+future.)

@article {CGF:CGF3122,
author = {Wang, Yunhai and Zhang, Jian and Lehmann, Dirk J. and Theisel, Holger and Chi, Xuebin},
title = {Automating Transfer Function Design with Valley CellBased Clustering of 2D Density Plots},
journal = {Computer Graphics Forum},
volume = {31},
number = {3pt4},
publisher = {Blackwell Publishing Ltd},
issn = {1467-8659},
url = {http://dx.doi.org/10.1111/j.1467-8659.2012.03122.x},
doi = {10.1111/j.1467-8659.2012.03122.x},
pages = {1295--1304},
keywords = {I.3.3 [Computer Graphics]: Picture/Image Generation— Line and curve generation},
year = {2012},
}

Stream Line–Based Pattern Search in Flows

(http://onlinelibrary.wiley.com.libproxy.uml.edu/doi/10.1111/cgf.12990/full)

@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},
}

Visual Computer

A novel point-line duality feature for trajectory classification

(https://link-springer-com.libproxy.uml.edu/article/10.1007/s00371-018-1473-2)

@Article{Saini2018,
author="Saini, Rajkumar
and Roy, Partha Pratim
and Dogra, Debi Prosad",
title="A novel point-line duality feature for trajectory classification",
journal="The Visual Computer",

year="2018",
month="Jan",
day="29",
abstract="Trajectory classification is important for understanding object movements within the surveillance area. Raw trajectories are represented by object location in form of (x, y) coordinates. The length of trajectories varies in terms of number of points; thus, it is difficult to classify them into correct classes. The raw features extracted from trajectory do not yield satisfactory results in classification. Thus, robust features are needed that can efficiently represent trajectory sequences and help to improve the classification performance. In this paper, we present a new feature vector that is based on the concept of point-line duality (PLD) transformation, i.e., transformation of a trajectory point from its primal plane into a straight line in dual plane. Classification has been done using hidden Markov model (HMM) framework. We also propose a fusion approach combining classification results obtained from raw feature and PLD feature to improve the performance. Experiments have been carried out on raw trajectories with reduced lengths as well as adding Gaussian noise. Proposed approach has been tested on three publicly available datasets, namely T15, MIT, and CROSS. It has been found that the PLD feature outperforms existing features as well as raw feature when used in HHM-based classification. We have obtained encouraging results by feature combination at the decision level with 97, 96.75 and 99.80{\%} accuracy, respectively, on T15, MIT, and CROSS datasets.",
issn="1432-2315",
doi="10.1007/s00371-018-1473-2",
url="https://doi.org/10.1007/s00371-018-1473-2"
}

Bombs, fish, and coral reefs

(https://link.springer.com/article/10.1007%2Fs00371-012-0720-1)

@Article{Bergervoet2013,
author="Bergervoet, E. J. and van der Sluis, F. and van Dijk, E. M. A. G. and Nijholt, A.",
title="Bombs, fish, and coral reefs",
journal="The Visual Computer",
year="2013",
volume="29",
number="2",
pages="99--110",
abstract="Often, the way subject matter is included in educational games does not fully utilize or sometimes even inhibits the full learning potential of games. This paper argues that in order to optimally use the potential of games for learning, games should be endogenous. An endogenous educational game is a game where the educational content is integrated in the game play mechanics themselves, rather than bolted-on using explicit messages. This research examines the relation between explicit messages, explorative game behavior, and comprehension by developing two versions of an endogenous educational game about overfishing, one with and one without an explicit purpose. The game was tested with 13 children aged 8 to 11. The results indicate that factual knowledge and comprehension is increased with explicit messages, and in particular deep comprehension is fostered by explorative game behavior. This confirms the plea for endogenous games to teach about bombs, fish, coral reefs, and more.",
issn="1432-2315",
doi="10.1007/s00371-012-0720-1",
url="http://dx.doi.org/10.1007/s00371-012-0720-1" },
}