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cases	authors	• Tiago Novello • VinÃcius da Silva • Luiz Velho • Mikhail Belolipetsky	authors	• Tiago Novello • VinÃcius da Silva • Luiz Velho	DUPLICATES	545
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	id	id-6534078997324822383	id	id3586260796653357951		
	abstract	In this expository paper, we present a survey about the history of the geometrization conjecture and the background material on the classification of Thurston's eight geometries. We also discuss recent techniques for immersive visualization of relevant three-dimensional manifolds in the context of the Geometrization Conjecture.	abstract	A manifold is a topological space that is locally Euclidean. Manifolds are important because they arise naturally in a variety of mathematical and physical applications as global objects with simpler local structure. In this paper we propose a technique for immersive visualization of relevant three-dimensional manifolds in the context of the Geometrization conjecture. The algorithm generalizes traditional computer graphics ray tracing. To do so we use several related definitions and results dating back to the works of Poincar\'e, Thurston, and Perelman.		
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