

Christopher Keo
01386768
cskeo@cs.uml.edu
Christopher_keo@student.uml.edu

ACM Transactions on Graphics (TOG)

Article 1:

```
@article{Christensen:1995:ESA:212332.212334,  
  author = {Christensen, Jon and Marks, Joe and Shieber, Stuart},  
  title = {An Empirical Study of Algorithms for Point-feature Label Placement},  
  journal = {ACM Trans. Graph.},  
  issue_date = {July 1995},  
  volume = {14},  
  number = {3},  
  month = jul,  
  year = {1995},  
  issn = {0730-0301},  
  pages = {203--232},  
  numpages = {30},  
  url = {http://doi.acm.org/10.1145/212332.212334},  
  doi = {10.1145/212332.212334},  
  acmid = {212334},  
  publisher = {ACM},  
  address = {New York, NY, USA},  
  keywords = {automated cartography, heuristic search, label placement, simulated  
annealing, stochastic methods},  
}
```

Article 2:

```
@Article{Bala:2018:3151031,  
  editor = {Bala, Kavita},  
  journal = {ACM Trans. Graph.},  
  year = {2018},  
  issn = {0730-0301},  
  volume = {37},  
  number = {1},  
  issue_date = {January 2018},  
  publisher = {ACM},  
  address = {New York, NY, USA},  
}
```

IEEE Transactions on Visualization and Computer Graphics

Article 1: @ARTICLE{8276573,
author={A. M. Reach and C. North},
journal={IEEE Transactions on Visualization and Computer Graphics},
title={Smooth, Efficient, and Interruptible Zooming and Panning},
year={2018},
volume={PP},
number={99},
pages={1-1},
keywords={Animation;Cameras;Geometry;Measurement;Navigation;Space
stations;Visualization},
doi={10.1109/TVCG.2018.2800013},
ISSN={1077-2626},
month={},}

Article 2:
@ARTICLE{468405,
author={H. G. Pagendarm and B. Walter},
journal={IEEE Transactions on Visualization and Computer Graphics},
title={Competent, compact, comparative visualization of a vortical flow field},
year={1995},
volume={1},
number={2},
pages={142-150},
keywords={computer animation;data visualisation;digital simulation;engineering
graphics;flow simulation;flow visualisation;friction;numerical analysis;physics
computing;shock waves;vortices;wind tunnels;animation;comparative
visualization;computational fluid dynamics;data evaluation;flow field;flow
visualization;friction vector;image complexity;numerical simulation;oil-flow traces;shock-
wave positions;skin-friction lines;time surfaces;vector field visualization;velocity
vector;visualization software system;vortex position;vortex rotation;vortical flow
field;wind-tunnel flow;Animation;Application software;Computational fluid dynamics;Data
acquisition;Data visualization;Fluid dynamics;Friction;Humans;Numerical
simulation;Software systems},
doi={10.1109/2945.468405},
ISSN={1077-2626},
month={Jun},}

IEEE Computer Graphics and Applications

Article 1:
@ARTICLE{8255772,
author={N. Nilsson and T. Peck and G. Bruder and E. Hodgson and S. Serafin and E.
Suma and M. Whitton and F. Steinicke},
journal={IEEE Computer Graphics and Applications},
title={15 Years of Research on Redirected Walking in Immersive Virtual Environments},
year={2018},

volume={PP},
number={99},
pages={1-1},
keywords={Computer architecture;Legged locomotion;Object recognition;Safety;Space exploration;Virtual environments;artificial, augmented, and virtual realities;computer graphics;computing methodologies;interaction techniques;methodology and techniques;multimedia information systems information interfaces and rep;three-dimensional graphics and realism;virtual reality},
doi={10.1109/MCG.2018.111125628},
ISSN={0272-1716},
month={},}

Article 2:

@ARTICLE{376600,
author={n/a},
journal={IEEE Computer Graphics and Applications},
title={Alice: rapid prototyping for virtual reality},
year={1995},
volume={15},
number={3},
pages={8-11},
keywords={computer aided software engineering;interactive systems;object-oriented programming;programming environments;software prototyping;virtual reality;Alice;VR programs;dynamic environment;immersive environment;novice authors;object-oriented language;object-oriented programming;programmer/author;prototyping environment;rapid prototyping;virtual environments;virtual reality;what if questions;Acceleration;Environmental management;Object oriented modeling;Programming profession;Prototypes;User interfaces;Virtual environment;Virtual prototyping;Virtual reality;Writing},
doi={10.1109/38.376600},
ISSN={0272-1716},
month={May},}

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

Article 1:

@inproceedings{Gourret:1989:SOH:74333.74335,
author = {Gourret, J.-P. and Thalmann, N. M. and Thalmann, D.},
title = {Simulation of Object and Human Skin Formations in a Grasping Task},
booktitle = {Proceedings of the 16th Annual Conference on Computer Graphics and Interactive Techniques},
series = {SIGGRAPH '89},
year = {1989},
isbn = {0-89791-312-4},
pages = {21--30},

```

numpages = {10},
url = {http://doi.acm.org/10.1145/74333.74335},
doi = {10.1145/74333.74335},
acmid = {74335},
publisher = {ACM},
address = {New York, NY, USA},
}
@article{Gourret:1989:SOH:74334.74335,
author = {Gourret, J.-P. and Thalmann, N. M. and Thalmann, D.},
title = {Simulation of Object and Human Skin Formations in a Grasping Task},
journal = {SIGGRAPH Comput. Graph.},
issue_date = {July 1989},
volume = {23},
number = {3},
month = jul,
year = {1989},
issn = {0097-8930},
pages = {21--30},
numpages = {10},
url = {http://doi.acm.org/10.1145/74334.74335},
doi = {10.1145/74334.74335},
acmid = {74335},
publisher = {ACM},
address = {New York, NY, USA},
}

```

Article 2:

```

@article{Cameron:1995:MVE:204362.204363,
author = {Cameron, Gordon},
title = {Modular Visualization Environments: Past, Present, and Future},
journal = {SIGGRAPH Comput. Graph.},
issue_date = {May 1995},
volume = {29},
number = {2},
month = may,
year = {1995},
issn = {0097-8930},
pages = {3--4},
numpages = {2},
url = {http://doi.acm.org/10.1145/204362.204363},
doi = {10.1145/204362.204363},
acmid = {204363},
publisher = {ACM},
address = {New York, NY, USA},
}

```

Computers and Graphics (C&G)

Article 1:

```
@article{CHENG201888
title = "Parametric modeling of 3D human body shape—A survey",
journal = "Computers & Graphics",
volume = "71",
pages = "88 - 100",
year = "2018",
issn = "0097-8493",
doi = "https://doi.org/10.1016/j.cag.2017.11.008",
url = "http://www.sciencedirect.com/science/article/pii/S0097849317301929",
author = "Zhi-Quan Cheng and Yin Chen and Ralph R. Martin and Tong Wu and Zhan Song",
keywords = "3D human body, Survey, Parametric human shape model, Avatar capture, Applications of human shape models"
}
```

Article 2:

```
@article{1996iii,
title = "Computers & graphics is planning a new section",
journal = "Computers & Graphics",
volume = "20",
number = "6",
pages = "iii",
year = "1996",
note = "Medical Visualization",
issn = "0097-8493",
doi = "https://doi.org/10.1016/S0097-8493(96)90031-X",
url = "http://www.sciencedirect.com/science/article/pii/S009784939690031X"
}
```

Computer Graphics Forum (CGF)

Article 1:

```
@article {CGF:CGF12990,
author = {Wang, Z. and Esturo, J. Martinez and Seidel, H.-P. and Weinkauff, 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},  
}
```

Article 2:

```
@article {CGF:CGF3,  
author = {Nielsen, Hans Peter},  
title = {Line Clipping Using Semi-Homogeneous Coordinates},  
journal = {Computer Graphics Forum},  
volume = {14},  
number = {1},  
publisher = {Blackwell Science Ltd},  
issn = {1467-8659},  
url = {http://dx.doi.org/10.1111/1467-8659.1410003},  
doi = {10.1111/1467-8659.1410003},  
pages = {3--16},  
year = {1995},  
}
```

Visual Computer

Article 1:

```
@article {Saini, R., Roy, P.P. & Dogra, D.P. Vis Comput (2018),  
author = {Saini,R, Roy, P.P & Dogra},  
title = { A novel point-line duality feature for trajectory classification }  
journal = {Visual Computer},  
  
volume = {34},  
number = {270},  
publisher = {Springer Berlin Heidelberg},  
issn = {1432-2315},  
url = {https://doi.org/10.1007/s00371-018-1473-2 },  
doi = {s00371-018-1473-2},  
pages = {1-13},  
year = {2018},  
}
```

Article 2:

```
@article{19956,  
title = "Dynamic contour: a texture approach and contour operations"  
journal = "Visual Computer"  
volume = "11",  
number = "6",  
pages = "277-289",  
year = "1995",
```

```
issn = "0097-8493",  
doi = "https://doi.org/10.1007/BF01898405",  
url = "10.1007/BF01898405"  
}
```