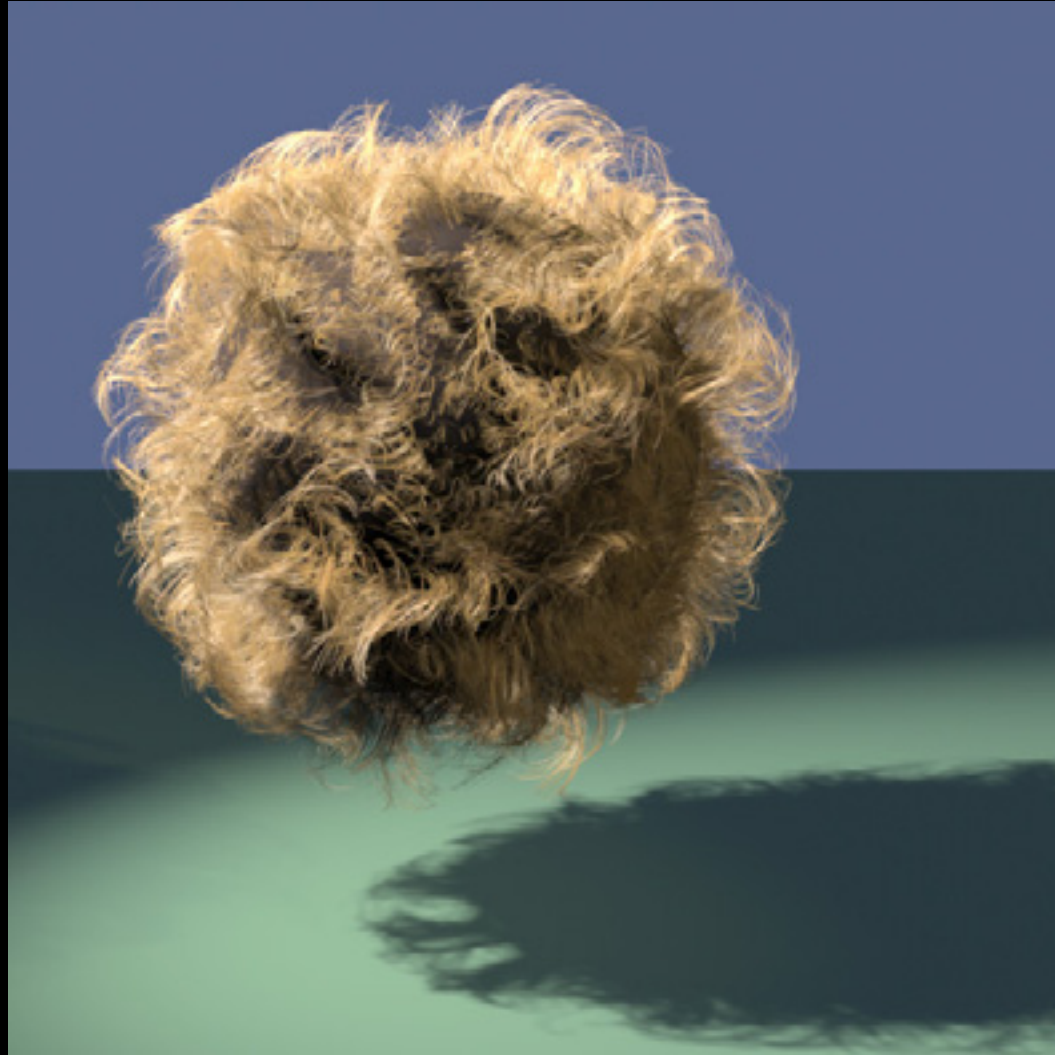




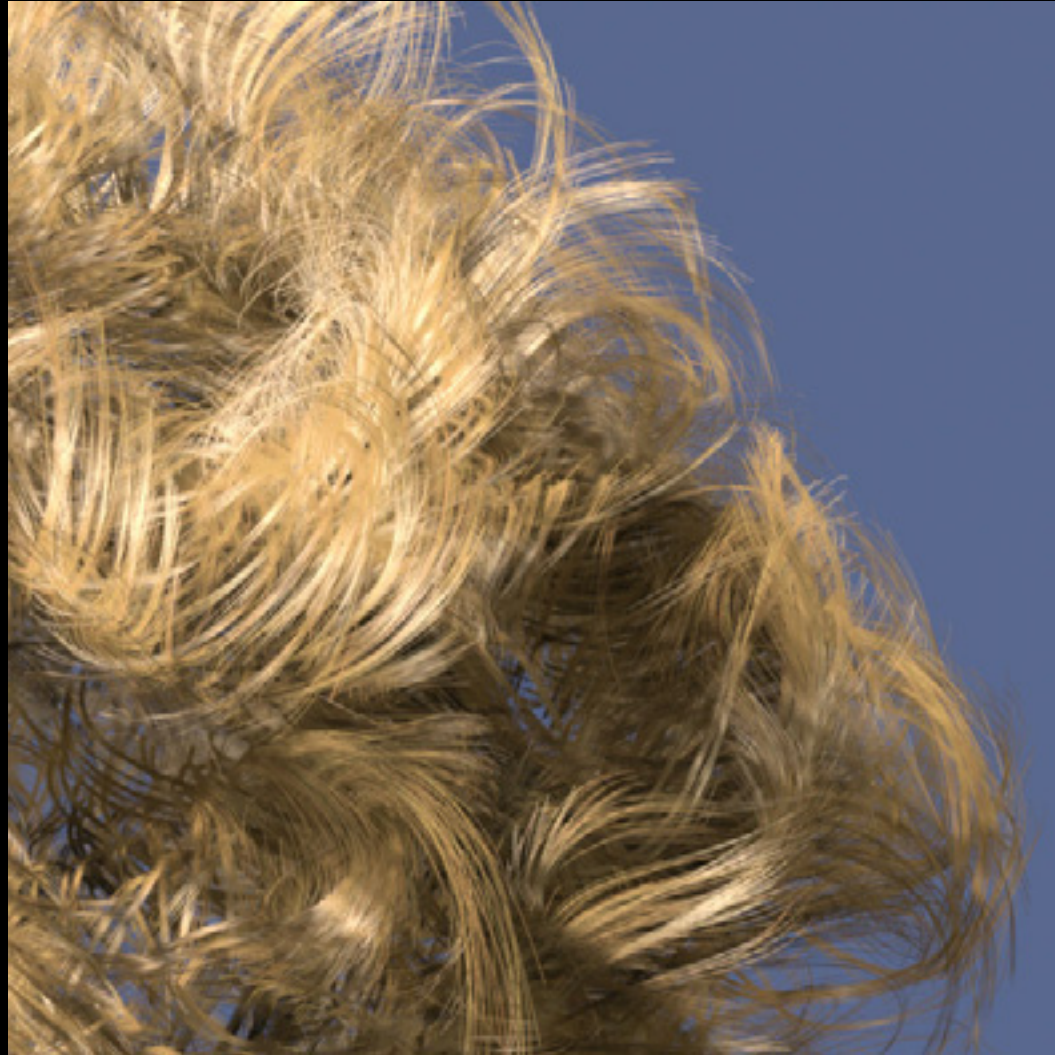
Skin shader from “Shrek”



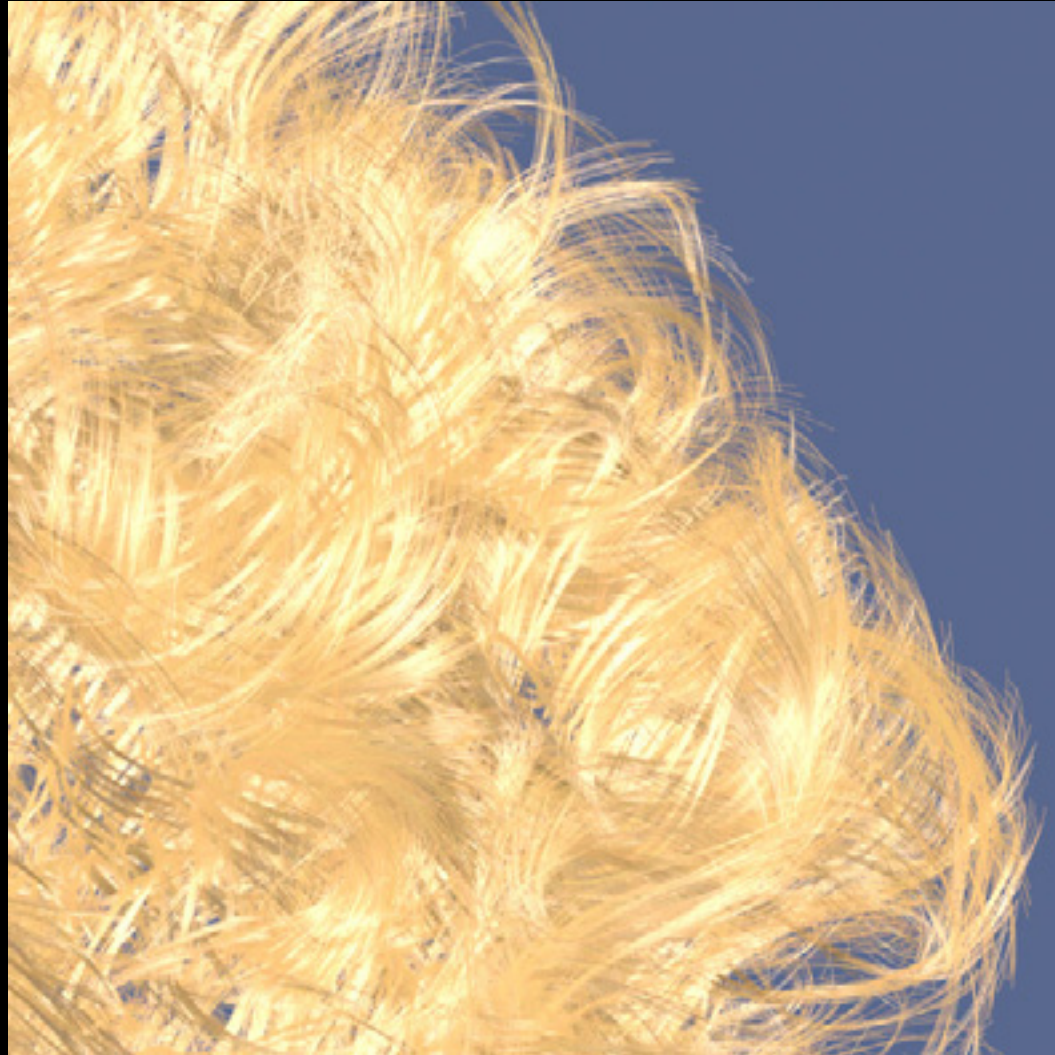
Accounting for translucent
transmission of light



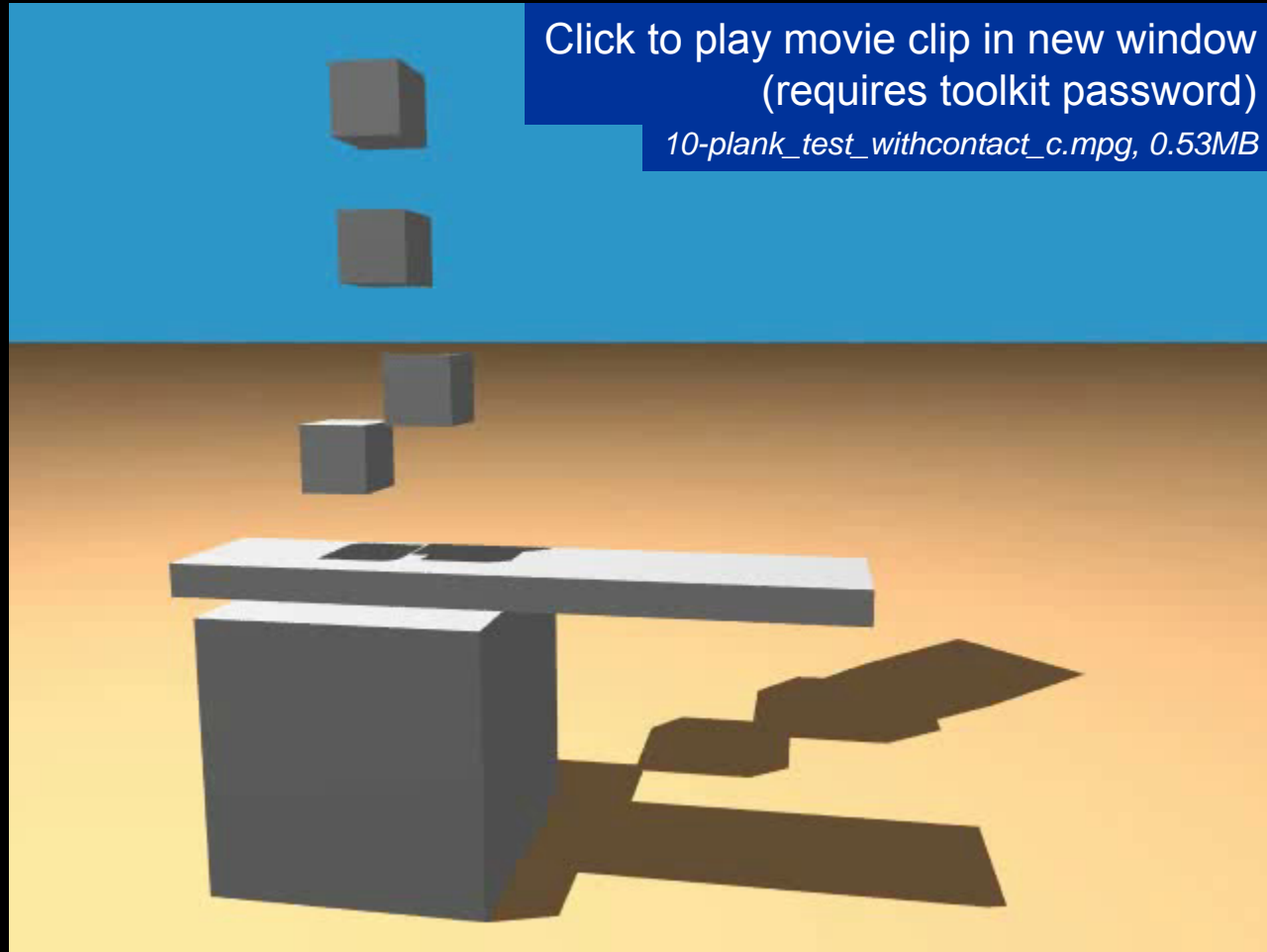
Deep Shadow Maps,
Lokovic & Veach, SIGGRAPH 2000



With self-shadowing



Without self-shadowing



Simulating rigid body dynamics
Ron Fedkiw, Eran Guendelman and Robert Bridson

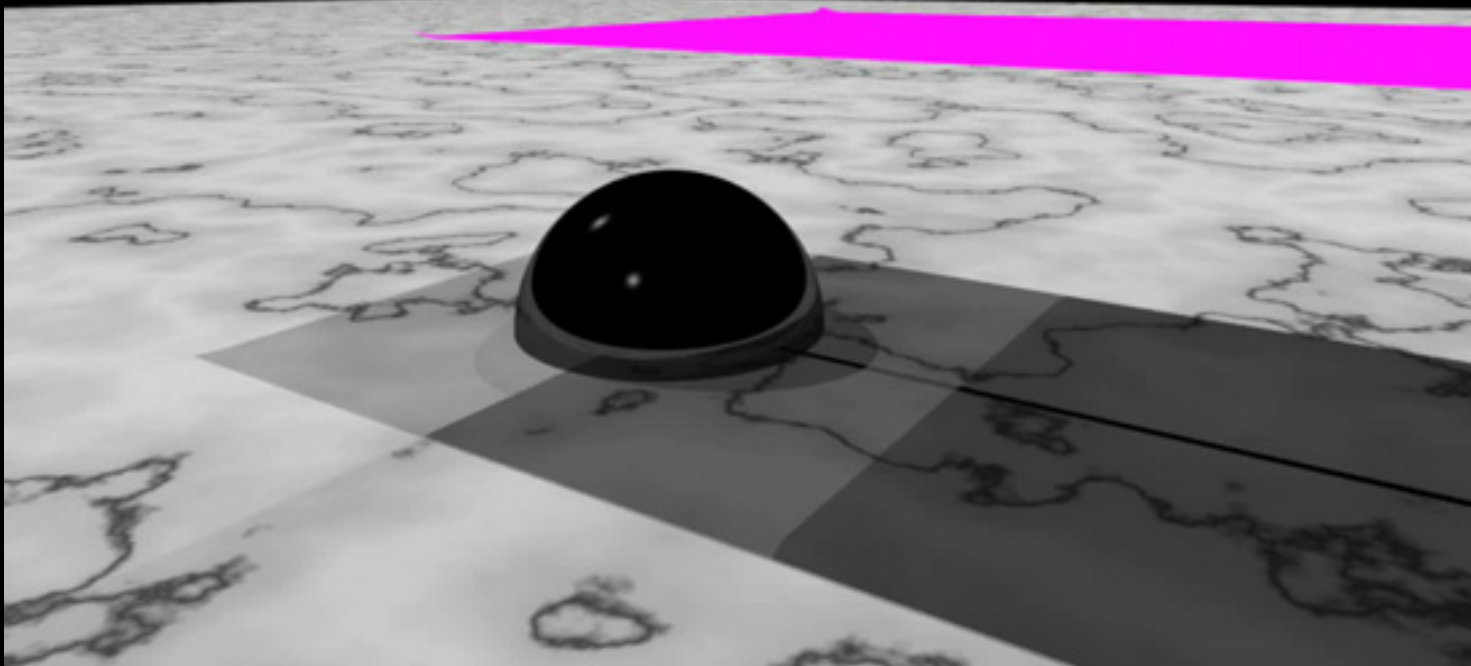


Simulating Water

Ron Fedkiw, Doug Enright and Steve Marschner

Click to play movie clip in new window
(requires toolkit password)

cloth0.mpg, 1.86MB



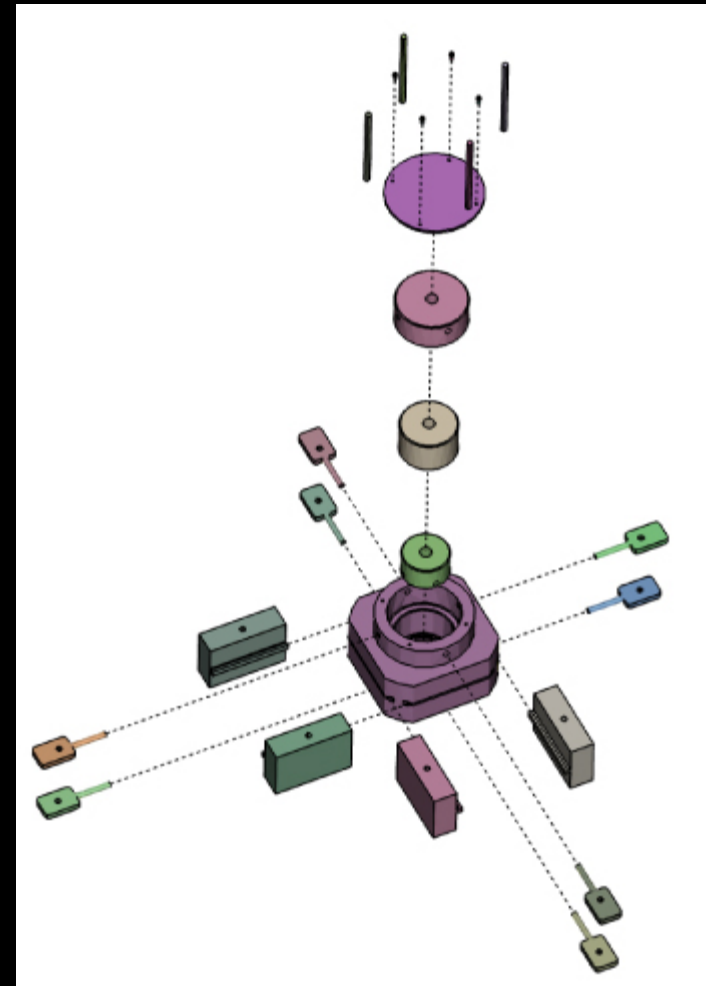
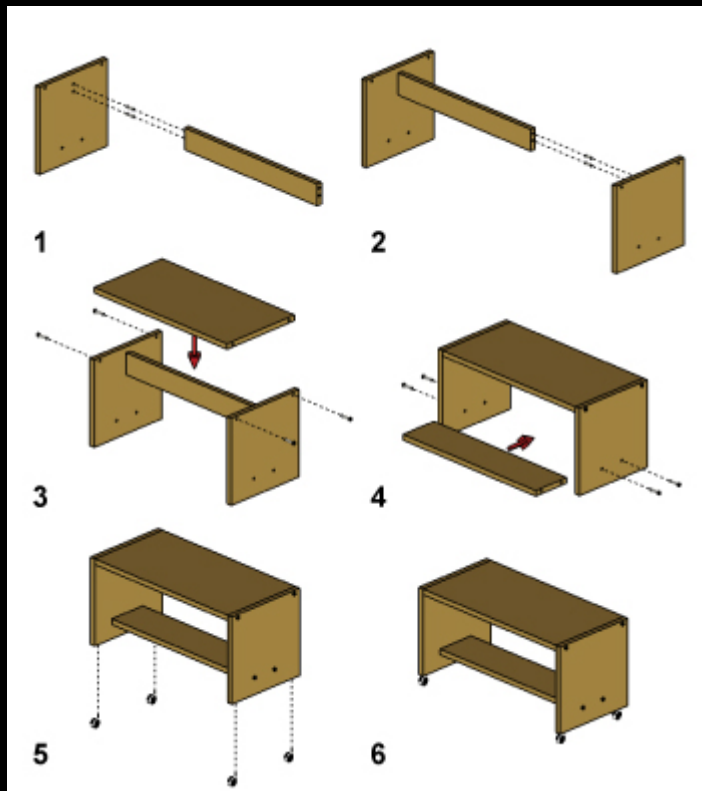
Simulating Cloth

Ron Fedkiw, Robert Bridson and John Anderson

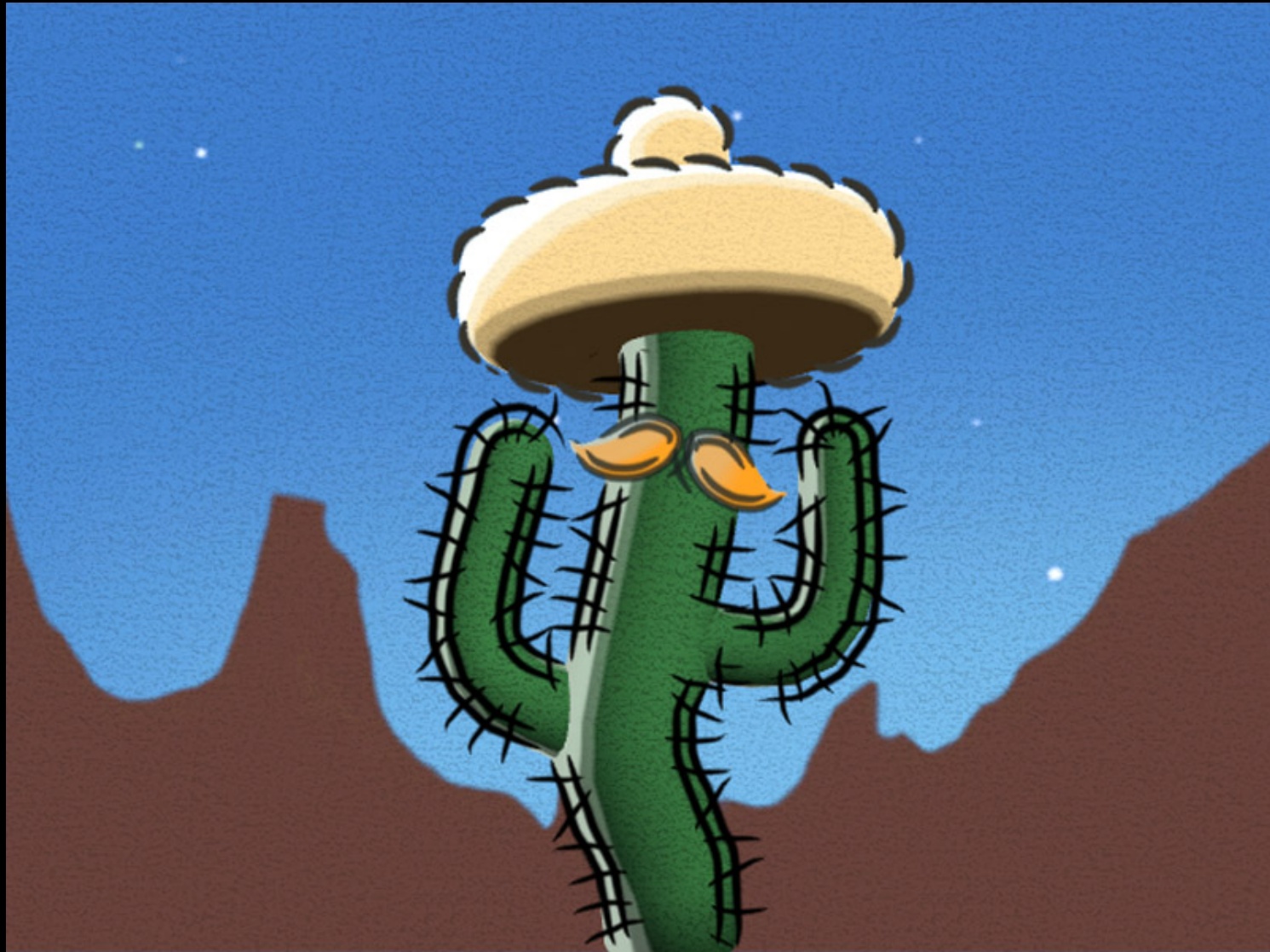


Keyframe Control of Smoke

Antoine McNamara, Adrien Treuille, Zoran Popović, Jos Stam

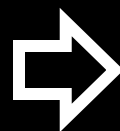


Designing Effective Step-By-Step Assembly Instructions
Maneesh Agrawala et al.



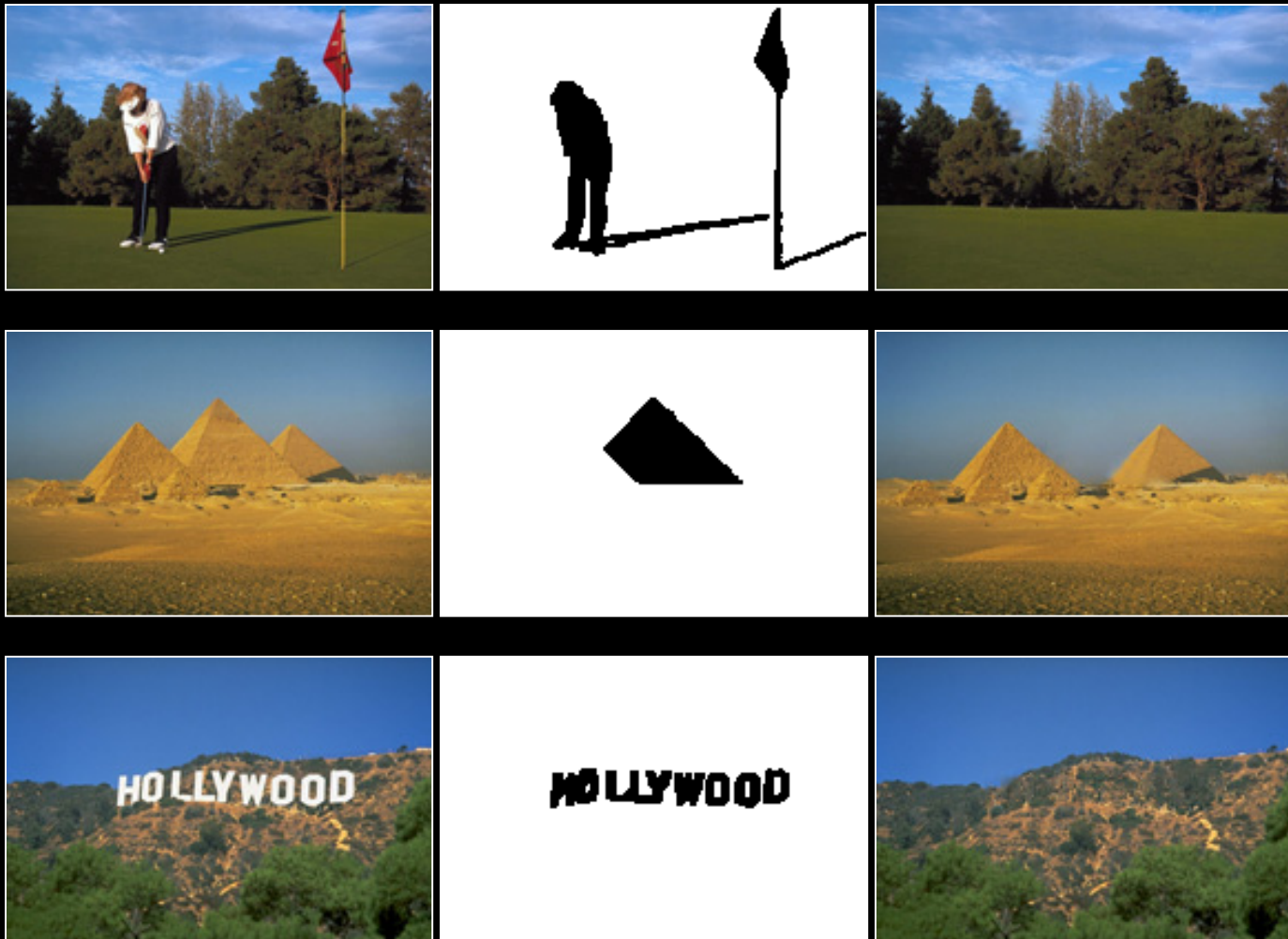
Coherent Stylized Silhouettes

Robert D. Kalnins, Philip L. Davidson, Lee Markosian and
Adam Finkelstein



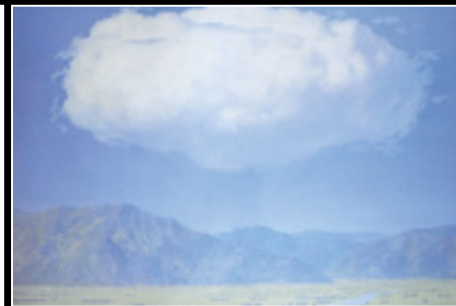
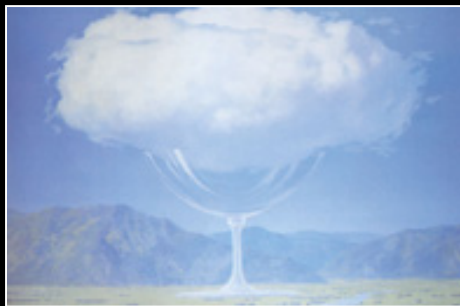
Fragment-Based Image Completion

Iddo Drori, Daniel Cohen-Or, Hezy Yeshurun



Fragment-Based Image Completion

Iddo Drori, Daniel Cohen-Or, Hezy Yeshurun



Fragment-Based Image Completion

Iddo Drori, Daniel Cohen-Or, Hezy Yeshurun



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than.vast2003.ttwin.mpg, 3.26MB

Virtual Monticello



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than.vast2003.cabinet.mpg, 3.76MB

Barrier Stereogram