2020 年夏令营题目描述（数字媒体方向）

论文阅读：选择一篇论文精读与评述，并自己搜索4~5篇与所选论文相关的参考文献。介绍对所选论文要点的理解，对论文工作进行归纳总结，结合参考文献的内容，对比和评述所选论文工作的优缺点，请提出自己的思考见解，并尝试提出改进设想。

1. Ryan Goldade, Mridul Aanjaneya, Christopher Batty. Constraint Bubbles and Affine Regions: Reduced Fluid Models for Efficient Immersed Bubbles and Flexible Spatial Coarsening. ACM Transactions on Graphics (SIGGRAPH), 2020. https://cs.uwaterloo.ca/~rgoldade/reducedfluids/

2. Lei Xiao, Salah Nouri, Matt Chapman, Alexander Fix, Douglas Lanman, Anton Kaplanyan. "Neural Supersampling for Real-time Rendering." ACM Transactions on Graphics (SIGGRAPH), 2020. https://research.fb.com/wp-content/uploads/2020/06/Neural-Supersampling-for-Real-time-Rendering.pdf

3. Cheng Zhang, Bailey Miller, Kai Yan, Ioannis Gkioulekas, Shuang Zhao. "Path-Space Differentiable Rendering". ACM Transactions on Graphics (SIGGRAPH), 2020. https://shuangz.com/projects/psdr-sg20/

4. Zhan Xu, Yang Zhou, Evangelos Kalogerakis, Chris Landreth and Karan Singh. "RigNet: Neural Rigging for Articulated Characters."ACM Transactions on Graphics (SIGGRAPH), 2020. https://people.cs.umass.edu/~zhanxu/

5. Hsueh-Ti Derek Liu, Vladimir G. Kim, Siddhartha Chaudhuri, Noam Aigerman, Alec Jacobson. "Neural Subdivision." ACM Transactions on Graphics (SIGGRAPH), 2020. https://www.dgp.toronto.edu/~hsuehtil/