```
@ARTICLE{7829413,
author={P. Lecocq and A. Dufay and G. Sourimant and J. E. Marvie},
journal={IEEE Transactions on Visualization and Computer
Graphics,
title={Analytic Approximations for Real-Time Area #x00A0;Light
Shading,
year = \{2017\},\
volume={23},
number=\{5\},
pages=\{1428-1441\},
keywords={approximation theory;computational geometry;1D
boundary edge integral; GPU; Phong restriction; analytic
approximations; half vector parametrization; polygon spinning
method;polygonal light source;real-time area light shading;Integral
equations; Light sources; Lighting; Real-time systems; Rendering
(computer graphics); Shape; Tensile stress; Area light; analytic; axial
moment;microfacet;real-time;shading},
doi={10.1109/TVCG.2017.2656889},
ISSN={1077-2626},
month={May},}
@ARTICLE{7127055,
author={Y. Yang and X. Yang and S. Yang},
journal={IEEE Transactions on Visualization and Computer
Graphics,
title={A Fast Iterated Orthogonal Projection Framework for Smoke
Simulation,
year = \{2016\},\
volume=\{22\},
number=\{5\},
pages=\{1492-1502\},
keywords={Acceleration;Computational
modeling;Convergence;Geometry;Jacobian matrices;Linear
systems; Mathematical model; Fluid Simulation; Iterated Orthogonal
Projection; Physically Based Animation; Physically based
animation; Poisson Solver; fluid simulation; iterated orthogonal
projection; poisson solver},
```

doi={10.1109/TVCG.2015.2446474}, ISSN={1077-2626}, month={May},}