

	Temas	Data	Alunos	Artigos de Referencia
III	Real-Time Hatching	17		<ul style="list-style-type: none"> Praun, Emil, Hugues Hoppe, Matthew Webb, and Adam Finkelstein. "Real-time hatching." In Proceedings of the 28th annual conference on Computer graphics and interactive techniques, p. 581. ACM, 2001. LEE, Hyunjun; KWON, Sungtae; LEE, Seungyong. Real-time pencil rendering. In: Proceedings of the 4th international symposium on Non-photorealistic animation and rendering. ACM, 2006. p. 37-45.
IV	Image Stylization	17		<ul style="list-style-type: none"> Semmo, A., Limberger, D., Kyprianidis, J. E., & Döllner, J. (2016). Image stylization by interactive oil paint filtering. Computers & Graphics, 55, 157-171. Kyprianidis, J. E., & Döllner, J. (2008, June). Image Abstraction by Structure Adaptive Filtering. In TPCG (pp. 51-58).
XI	Light Field	17		<ul style="list-style-type: none"> Levoy, Marc, and Pat Hanrahan. "Light field rendering." In Proceedings of the 23rd annual conference on Computer graphics and interactive techniques, pp. 31-42. ACM, 1996. Ng, Ren, Marc Levoy, Mathieu Brédif, Gene Duval, Mark Horowitz, and Pat Hanrahan. "Light field photography with a hand-held plenoptic camera." Computer Science Technical Report CSTR 2, no. 11 (2005): 1-11.
VII	Ambient Occlusion	19	Roberio / Ubiratan	<ul style="list-style-type: none"> SHANMUGAM, Perumaal; ARIKAN, Okan. Hardware accelerated ambient occlusion techniques on GPUs. In: Proceedings of the 2007 symposium on Interactive 3D graphics and games. ACM, 2007. p. 73-80. Knecht, Martin. "State of the Art Report on Ambient Occlusion." (2007).
IX	Image Mosaics	19	Daniel / Wilian	<ul style="list-style-type: none"> FAUSTINO, Geisa Martins; DE FIGUEIREDO, Luiz Henrique. Simple adaptive mosaic effects. In: Computer Graphics and Image Processing, 2005. SIBGRAPI 2005. 18th Brazilian Symposium on. IEEE, 2005. p. 315-322. FINKELSTEIN, Adam; RANGE, Marisa. Image mosaics. In: Electronic Publishing, Artistic Imaging, and Digital Typography. Springer, Berlin, Heidelberg, 1998. p. 11-22. APA
XII	Voxelização	19	Christian / Gabriel Goulart	<ul style="list-style-type: none"> Karabassi, Evaggelia-Aggeliki, Georgios Papaioannou, and Theoharis Theoharis. "A fast depth-buffer-based voxelization algorithm." Journal of graphics tools 4, no. 4 (1999): 5-10. Dong, Zhao, Wei Chen, Hujun Bao, Hongxin Zhang, and Qunsheng Peng. "Real-time voxelization for complex polygonal models." In Computer Graphics and Applications, 2004. PG 2004. Proceedings. 12th Pacific Conference on, pp. 43-50. IEEE, 2004.
II	Deferred Shading	24	Airton / Christian Carvalho	<ul style="list-style-type: none"> Policarpo, F., Fonseca, F. and Games, C., 2005. Deferred shading tutorial. Pontifical Catholic University of Rio de Janeiro, 31, p.32. Thaler, Jonathan. "Deferred Rendering." (2011).
VIII	Cartoon Rendering	24	Adam / Ingo	<ul style="list-style-type: none"> WANG, Shaohao; WEI, Yurui; GAO, Chengying. Cartoon Rendering Illumination Model Based on Phong. In: Image and Graphics (ICIG), 2013 Seventh International Conference on. IEEE, 2013. p. 913-919. BARLA, Pascal; THOLLOT, Joëlle; MARKOSIAN, Lee. X-toon: an extended toon shader. In: Proceedings of the 4th international symposium on Non-photorealistic animation and rendering. ACM, 2006. p. 127-132.
XIII	Cinegraphs	24	Pedro / Gabriel Lecomte	<ul style="list-style-type: none"> Tompkin, James, Fabrizio Pece, Kartic Subr, and Jan Kautz. "Towards moment imagery: Automatic cinemagraphs." In Visual Media Production (CVMP), 2011 Conference for, pp. 87-93. IEEE, 2011.. Bai, Jiamin, Aseem Agarwala, Maneesh Agrawala, and Ravi Ramamoorthi. "Automatic cinemagraph portraits." In Computer Graphics Forum, vol. 32, no. 4, pp. 17-25. Blackwell Publishing Ltd, 2013..
I	Animação Baseada em Física	26	Bruno / Daniel Peixoto	<ul style="list-style-type: none"> Müller, Matthias, Bruno Heidelberger, Marcus Hennix, and John Ratcliff. "Position based dynamics." Journal of Visual Communication and Image Representation 18, no. 2 (2007): 109-118. Fratarcangeli, Marco, and Fabio Pellacini. "A GPU-Based Implementation of Position Based Dynamics for Interactive Deformable Bodies." Journal of Graphics Tools 17, no. 3 (2013): 59-66.
V	Transparency	26	Jonathan / Gabriel	<ul style="list-style-type: none"> LIU, Fang et al. Efficient depth peeling via bucket sort. In: Proceedings of the Conference on High Performance Graphics 2009. ACM, 2009. p. 51-57. EVERITT, Cass. Interactive order-independent transparency. White paper, nVIDIA, v. 2, n. 6, p. 7, 2001.
VI	Simulação de Fluidos	26	Lara	<ul style="list-style-type: none"> MÜLLER, Matthias; CHARYPAR, David; GROSS, Markus. Particle-based fluid simulation for interactive applications. In: Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on Computer animation. Eurographics Association, 2003. p. 154-159. HARRIS, Mark J. Fast fluid dynamics simulation on the GPU. GPU Gems, Chapter 38. 2004.
X	Shadow Volumes	26	Marcos / Antonio	<ul style="list-style-type: none"> Everitt, Cass, and Mark J. Kilgard. "Practical and robust stenciled shadow volumes for hardware-accelerated rendering." arXiv preprint cs/0301002 (2003). Aila, Timo, and Tomas Akenine-Möller. "A hierarchical shadow volume algorithm." In Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware, pp. 15-23. ACM, 2004.