Global Illumination for Fun and Profit

Roy G. Biv*
Starbucks Research

Ed Grimley†
Grimley Widgets, Inc.

Martha Stewart‡
Martha Stewart Enterprises
Microsoft Research

Figure 1: In the Clouds: Vancouver from Cypress Mountain.

ABSTRACT

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Index terms: Radiosity, global illumination, constant time.

1 INTRODUCTION

This template is for papers of VGTC-sponsored conferences which are **not** published in a special issue of TVCG.

* e-mail: roy.g.biv@aol.com
† e-mail: ed.grimley@aol.com
‡ e-mail: martha.stewart@marthastewart.com

2 BIBLIOGRAPHY INSTRUCTIONS

Sort all bibliographic entries alphabetically but the last name of the first author.

Merge multiple references into one; e.g., use [3, 5] (not [3][5]). Within each set of multiple references, the references should be sorted in ascending order.

Verify all data obtained from digital libraries, even ACM's DL and IEEE Xplore etc. are sometimes wrong or incomplete.

Do not trust bibliographic data from other services such as Mendeley.com, Google Scholar, or similar; these are even more likely to be incorrect or incomplete.

Articles in journal—items to include:
- Author names
- Title
- Journal name
- Year
- Volume
- Number
- Month of publication

Use journal names in proper style: correct: ``IEEE Transactions on Visualization and Computer Graphics'', incorrect: ``Visualization and Computer Graphics, IEEE Transactions on''

Papers in proceedings—items to include:
- Author names
- Title
- Abbreviated proceedings name: e.g., "Proc.\ CONF ACRONYNM" without the year; example: "Proc. CHI", "Proc. 3DUI", "Proc. Eurographics", "Proc. EuroVis
- Year
- Publisher
- Town with country of publisher (the town can be abbreviated for well-known towns such as New York or Berlin)
- Month of publication

Table 1. Vis Paper Acceptance Rate

Year	Submitted	Accepted	Accepted (%)
1994	91	41	45.1
1995	102	41	40.2
1996	101	43	42.6
1997	117	44	37.6
1998	118	50	42.4
1999	129	47	36.4
2000	151	52	34.4
2001	152	51	33.6
2002	172	58	33.7
2003	192	63	32.8
2004	167	46	27.6
2005	268	88	32.8
2006	228	63	27.6
2007	216	56	25.9
2008	197	50	25.4

Article when citing references, do not use the reference as a sentence object; e. g., wrong: "In [4] the authors describe…", correct: "Lorensen and Cline [4] describe…".

Include DOIs for all references which have a DOI. The DOI can be entered with or without the https://doi.org/ prefix.

3 SUPPLEMENTAL MATERIAL INSTRUCTIONS

In support of transparent research practices and long-term open science goals, you are encouraged to make your supplemental materials available on a publicly-accessible repository. Please describe the available supplemental materials in the Supplemental Materials section. These details could include (1) what materials are available, (2) where they are hosted, and (3) any necessary omissions.

4 FIGURE CREDITS

In the Figure Credits section at the end of the paper, you should credit the original sources of any figures that were reproduced or modified. Include any license details necessary, as well as links to the original materials whenever possible. For credits to figures from academic papers, include a citation that is listed in the References section. An example is provided below.

5 EQUATIONS AND TABLES

Equations can be added like so:

$$\sum x - \int_0^1 f \qquad (1)$$

Tables, such as Tab. 1 can also be included.

6 EXAMPLE SECTION

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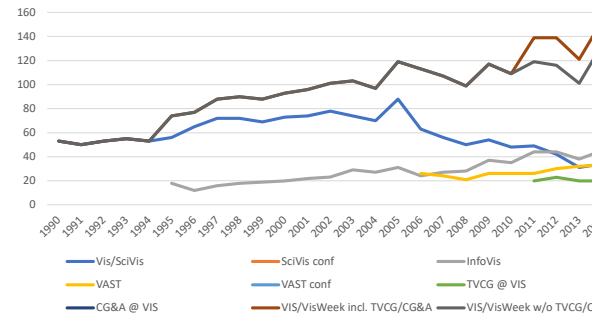

Figure 2: A visualization of the 1990--2016 data from Tab.1, recreated based on Fig. 1 from [1] and is in the public domain.

6.1 Subsection One

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6.2.1 Subsection One

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7 CONCLUSION

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[1] The algorithm behind Marching Cubes [4] had already been described by Wyvill et al. [7] a year earlier.

[2] Footnotes appear at the bottom of the column.

SUPPLEMENTAL MATERIALS

Refer to the instructions for this section (Sec. 4). Below is an example you can follow that includes the actual supplemental material for this template:

All supplemental materials are available on OSF at https://doi.org/10.17605/OSF.IO/2NBSG, released under a CC BY 4.0 license. In particular, they include (1) Excel files containing the data for and analyses for creating Tab. 1 and Fig. 2, (2) figure images in multiple formats, and (3) a full version of this paper with all appendices. Our other code is intellectual property of a corporation—Starbucks Research—and there is no feasible way to share it publicly.

FIGURE CREDITS

Refer to the instructions for this section (Sec. 4). Below is an example you can follow that includes the actual supplemental material for this template:

Figure 1 image credit: Scott Miller / Special to the Vancouver Sun, January 22, 2009, page A6.

Figure 2 is a partial recreation of Fig. 1 from [1], which is in the public domain.

ACKNOWLEDGMENTS

REFERENCES

[1] P. Isenberg, F. Heimerl, S. Koch, T. Isenberg, P. Xu, C. Stolper, M. Sedlmair, J. Chen, T. Moller, and J. Stasko. vispubdata.org: A Metadata ¨ Collection about IEEE Visualization (VIS) Publications. IEEE Transactions on Visualization and Computer Graphics, 23, 2017. To appear. doi: 10.1109/TVCG.2016.2615308

[2] G. Kindlmann. Semi-automatic generation of transfer functions for direct volume rendering. Master's thesis, Cornell University, USA, 1999.

[3] Kitware, Inc. The Visualization Toolkit User's Guide, January 2003.

[4] W. E. Lorensen and H. E. Cline. Marching cubes: A high resolution 3D surface construction algorithm. SIGGRAPH Computer Graphics, 21(4):163–169, Aug. 1987. doi: 10.1145/37402.37422.

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[7] G. Wyvill, C. McPheeters, and B. Wyvill. Data structure for soft objects. The Visual Computer, 2(4):227–234, Aug. 1986. doi: 10.1007/ BF01900346.