Journal Finder Assignment

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1 ACM Transactions on Graphics (TOG)

- "Reversible Jump Metropolis Light Transport Using Inverse Mappings" The digital library location of this article is mentioned in the references at [1]
- "Facial performance enhancement using dynamic shape space analysis" [2]

2 IEEE Transactions on Visualization and Computer Graphics (TVCG)

- "A Context-Aware Method for Authentically Simulating Outdoors Shadows for Mobile Augmented Reality" [3]
- "Visualizing Dataflow Graphs of Deep Learning Models in TensorFlow" [4]

3 IEEE Computer Graphics and Applications (CG&A)

- "Blending Face Details: Synthesizing a Face Using Multiscale Face Models" [5]
- "The Need to Help Journalists with Data and Information Visualization" [6]

4 ACM SIGGRAPH Computer Graphics

- "Reversible Jump Metropolis Light Transport Using Inverse Mappings" [1]
- "Optimal Discrete Slicing" [7]

5 Computers and Graphics (C&G)

- "Parametric modeling of 3D human body shape—A survey" [8]
- "Posture-based and action-based graphs for boxing skill visualization" [9]

6 Computer Graphics Forum (CGF)

- "Viewing Visual Analytics as Model Building" [10]
- "Self Tuning Texture Optimization" [11]

7 Visual Computer

- "A novel point-line duality feature for trajectory classification" [12]
- "A greedy Delaunay-based surface reconstruction algorithm" [13]

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one by one. The most plausible triangles are added first and in such a way as to prevent the appearance of topological singularities. The output is thus guaranteed to be a piecewise linear orientable manifold, possibly with boundary. Experiments show that this method is very fast and achieves topologically correct reconstruction in most cases. Moreover, it can handle surfaces with complex topology, boundaries, and nonuniform sampling. ", issn="1432-2315", doi="10.1007/s00371-003-0217-z", url="https://doi.org/10.1007/s00371-003-0217-z"