Computer Graphics 1 - Journal Finder

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ACM Transactions on Graphics (TOG):

Article 1(From Current Issue):

Stabilizing Integrators for Real-Time Physics

BibTex:

```
@article{Dinev:2018:SIR:3151031.3153420,
 author = {Dinev, Dimitar and Liu, Tiantian and Kavan, Ladislav},
 title = {Stabilizing Integrators for Real-Time Physics},
 journal = {ACM Trans. Graph.},
 issue_date = {January 2018},
 volume = {37},
 number = {1},
 month = jan,
 year = {2018},
 issn = {0730-0301},
 pages = {9:1--9:19},
 articleno = {9},
 numpages = {19},
 url = {http://doi.acm.org/10.1145/3153420},
 doi = {10.1145/3153420},
 acmid = {3153420},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {Real-time, energy conservation, physics-based animation, stability},
}
```

Article 2(From Older Issue):

Image smoothing via *L*0 gradient minimization

BibTex:

```
@article{Xu:2011:ISV:2070781.2024208,
 author = {Xu, Li and Lu, Cewu and Xu, Yi and Jia, Jiaya},
 title = {Image Smoothing via L0 Gradient Minimization},
 journal = {ACM Trans. Graph.},
 issue_date = {December 2011},
 volume = {30},
 number = {6},
 month = dec,
 year = {2011},
 issn = {0730-0301},
 pages = {174:1--174:12},
 articleno = {174},
 numpages = {12},
 url = {http://doi.acm.org/10.1145/2070781.2024208},
 doi = {10.1145/2070781.2024208},
 acmid = {2024208},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {<i>L</i><sub>0</sub> sparsity, filtering, image smoothing, sharpening},
}
```

IEEE Transactions on Visualization and Computer Graphics:

Article 1(From Current Issue):

Visualizing Dataflow Graphs of Deep Learning Models in TensorFlow

BibTex:

```
@ARTICLE{8019861,
author={K. Wongsuphasawat and D. Smilkov and J. Wexler and J. Wilson and D. Mané and D. Fritz and D. Krishnan and F. B. Viégas and M. Wattenberg},
journal={IEEE Transactions on Visualization and Computer Graphics},
title={Visualizing Dataflow Graphs of Deep Learning Models in TensorFlow},
```

year={2018},
volume={24},
number={1},
pages={1-12},
keywords={data flow graphs;data visualisation;graph theory;learning (artificial intelligence);TensorFlow Graph Visualizer;TensorFlow machine intelligence platform;clustered graph;complex machine learning architectures;dataflow graphs;decouple noncritical nodes;deep learning models;graph transformations;hierarchical structure;legible interactive diagram;nested structure;responsive cluster expansion;stable cluster expansion;standard layout techniques;user feedback;Computational modeling;Layout;Machine learning;Neural networks;Standards;Tools;Visualization;Clustered Graph;Dataflow Graph;Graph Visualization;Neural Network},
doi={10.1109/TVCG.2017.2744878},
ISSN={1077-2626},
month={Jan},}

Article 2(From Older Issue):

A Subdivision-Based Representation for Vector Image Editing

BibTex:

@ARTICLE{6165279,

author={Z. Liao and H. Hoppe and D. Forsyth and Y. Yu},

journal={IEEE Transactions on Visualization and Computer Graphics},

title={A Subdivision-Based Representation for Vector Image Editing},

year={2012},

volume={18},

number={11},

pages={1858-1867},

keywords={computer graphics;feature extraction;graphics processing units;image colour analysis;image representation;user interfaces;GPU-accelerated subdivision;color editing;feature-oriented vector image pyramid;flexible framework;high visual quality;image stylization;image vectorization;original raster image abstraction;piecewise smooth subdivision surfaces;shape editing;subdivision-based image representation;unified framework;user interaction;vector graphics;vector image editing;vector image processing;vector image representation;vector-based graphical content;Image color analysis;Image edge detection;Image representation;Image resolution;Shape;Vectors;Vector graphics;multiresolution representation;subdivision surfaces;vector image editing},

doi={10.1109/TVCG.2012.76},

ISSN={1077-2626},

month={Nov},}

IEEE *Computer Graphics and Applications* (CG&A):

Article 1(From Current Issue):

Experiencing the Sights, Smells, Sounds, and Climate of Southern Italy in VR

BibTex:

@ARTICLE{8103324,

author={V. M. Manghisi and M. Fiorentino and M. Gattullo and A. Boccaccio and V. Bevilacqua and G. L. Cascella and M. Dassisti and A. E. Uva},

journal={IEEE Computer Graphics and Applications},

title={Experiencing the Sights, Smells, Sounds, and Climate of Southern Italy in VR},

year={2017},

volume={37},

number={6},

pages={19-25},

keywords={computer graphics;travel industry;virtual reality;Southern Italy;VR;interactive computer graphics;tourism agencies;tourism appeal;tourism marketing;virtual reality;Man-machine systems;Meteorology;Mobile communication;Olfactory;Three-dimensional displays;User interfaces;Videos;Virtual environments;Visualization;computer graphics;gesture controls;human-machine interface;multisensory virtual environment;natural user interfaces},

doi={10.1109/MCG.2017.4031064},

ISSN={0272-1716},

month={November},}

Article 2(From Older Issue):

Verifying Scientific Simulations via Comparative and Quantitative Visualization

@ARTICLE{5560617,

author={J. Ahrens and K. Heitmann and M. Petersen and J. Woodring and S. Williams and P. Fasel and C. Ahrens and C. H. Hsu and B. Geveci},

journal={IEEE Computer Graphics and Applications},

title={Verifying Scientific Simulations via Comparative and Quantitative Visualization},

year={2010},

volume={30},

number={6},

pages={16-28},

keywords={data visualisation;iterative methods;program verification;query processing;code verification;comparative visualization;cosmological simulation;data interpretation;iterative hypothesis;oceanographic simulation;quantitative visualization;scientific simulation;visualization assisted process;Accuracy;Atmospheric modeling;Computational modeling;Data visualization;Meteorology;Numerical models;Visualization;and environmental sciences;computer graphics;feature detection and tracking;graphics and multimedia;hypothesis testing;space;visual evidence;visualization in earth},

doi={10.1109/MCG.2010.100},

ISSN={0272-1716},

month={Nov},}

ACM SIGGRAPH *Computer Graphics* :

Article 1(From Current Issue):

ANIMIAMI Animation Festival and Conference

BibTex:

@article{Ferrazza:2011:AAF:1982562.1982571,
author = {Ferrazza, Mauricio},
title = {ANIMIAMI Animation Festival and Conference},
journal = {SIGGRAPH Comput. Graph.},
issue_date = {February 2011},
volume = {45},
number = {1},
month = feb,
year = {2011},
issn = {0097-8930},
pages = {5:1--5:8},
articleno = {5},

numpages = {8},
url = {http://doi.acm.org/10.1145/1982562.1982571},
doi = {10.1145/1982562.1982571},
acmid = {1982571},
publisher = {ACM},
address = {New York, NY, USA},
}

Article 2(From Older Issue):

Visualizing What Lies Inside

BibTex:

@article{Correa:2009:VLI:1629216.1629224,
author = {Correa, Carlos D.},
title = {Visualizing What Lies Inside},
journal = {SIGGRAPH Comput. Graph.},
issue_date = {May 2009},
volume = {43},
number = {2},
month = may,
year = {2009},
issn = {0097-8930},
pages = {5:1--5:6},
articleno = {5},
numpages = {6},
url = {http://doi.acm.org/10.1145/1629216.1629224},
doi = {10.1145/1629216.1629224},
acmid = {1629224},
publisher = {ACM},
address = {New York, NY, USA},
}

Computers and Graphics (C&G):

Article 1(From Current Issue):

Real-time GIS-based snow cover approximation and rendering for large terrains

BibTex:

```
@article{NEUKOM201814,
title = "Real-time GIS-based snow cover approximation and rendering for large terrains",
journal = "Computers & Graphics",
volume = "71",
pages = "14 - 22",
year = "2018",
issn = "0097-8493",
doi = "https://doi.org/10.1016/j.cag.2017.10.003",
url = "http://www.sciencedirect.com/science/article/pii/S0097849317301693",
author = "Benjamin Neukom and Stefan Müller Arisona and Simon Schubiger",
keywords = "Real-time visualization, Snow approximation, GIS, GPGPU, Game engine"
}
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Article 2(From Older Issue):

An evaluation of image reproduction algorithms for high contrast scenes on large and small screen display devices

BibTex:

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@article{OGUZAKYUZ2013885,
title = "An evaluation of image reproduction algorithms for high contrast scenes on large and small screen display devices",
journal = "Computers & Graphics",
volume = "37",
number = "7",
pages = "885 - 895",
year = "2013",
issn = "0097-8493",
doi = "https://doi.org/10.1016/j.cag.2013.07.004",
url = "http://www.sciencedirect.com/science/article/pii/S0097849313001143",
author = "Ahmet Oğuz Akyüz and M. Levent Eksert and M. Selin Aydin",
keywords = "HDR imaging, Tone mapping, Exposure fusion"
}
```

Computer Graphics Forum (CGF):

Article 1(From Current Issue):

Stream Line–Based Pattern Search in Flows

BibTex:

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@article {CGF:CGF12990,
author = {Wang, Z. and Esturo, J. Martinez and Seidel, H.-P. and Weinkauf, T.},
title = {Stream Line–Based Pattern Search in Flows},
journal = {Computer Graphics Forum},
volume = {36},
number = {8},
issn = {1467-8659},
url = {http://dx.doi.org/10.1111/cgf.12990},
doi = {10.1111/cgf.12990},
pages = {7--18},
keywords = {visualization, pattern search, stream lines, Categories and Subject Descriptors (according to ACM CCS): I.3.3 [Computer Graphics]: Picture/Image Generation–Line and curve generation},
year = {2017},
}
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Article 2(From Older Issue):

A Survey of Specularity Removal Methods

BibTex:

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@article {CGF:CGF1971,
author = {Artusi, Alessandro and Banterle, Francesco and Chetverikov, Dmitry},
title = {A Survey of Specularity Removal Methods},
journal = {Computer Graphics Forum},
volume = {30},
number = {8},
publisher = {Blackwell Publishing Ltd},
issn = {1467-8659},
url = {http://dx.doi.org/10.1111/j.1467-8659.2011.01971.x},
doi = {10.1111/j.1467-8659.2011.01971.x},
pages = {2208--2230},
keywords = {Specularity Removal, Specular-free image, diffuse and specular reflections, polarization, intrinsic images, multi-flash, inpainting, reflection model, I.4.8 [Scene Analysis]: Colour shading, shadowing, diffuse and specular reflections, highlights, I.4.3 [Enhancement]: Specularity removal, General, [I.4.0]: Dichromatic reflection model},
year = {2011},
}
```

Visual Computer :

Article 1(From Current Issue):

Coupled-layer based visual tracking via adaptive kernelized correlation filters

BibTex:

```
@Article{Zhang2018,
author="Zhang, Haoyang
and Liu, Guixi",
title="Coupled-layer based visual tracking via adaptive kernelized correlation filters",
journal="The Visual Computer",
year="2018",
month="Jan",
day="01",
volume="34",
number="1",
pages="41--54",
abstract="Part-based visual model is particularly useful when the target appearance undergoes partial occlusion or deformation. The existing reliable patches tracking (RPT) method has achieved better result by identifying and exploiting the reliable patches that can be tracked correctly, yet it tends to fail in some challenging scenes since it ignores the holistic information of target completely, while, in fact, the target's holistic appearance provides more discriminative features than local patches with low resolution. Based on the existing RPT and kernelized correlation filters tracking method, in this paper, we propose a coupled-layer visual model based tracker by combining the target's global and local appearance in a coupled way. The global layer provides the holistic information and is treated as an approximation of the target. The local layer is composed of multiple small patches that are randomly initialized in the first frame. During tracking, the global tracker detects the target itself; its detection result is employed in the local layer to exploit the reliable patches and to estimate the target position corresponding to each patch. The exploited reliable patches are employed to estimate the target scale and to vote the current target location. Finally, both global and local models are updated with carefully designed updating mechanisms. Experiments conducted on 80 challenging benchmark sequences clearly show that our tracker improves the RPT tracker significantly both in overall and individual performance yet without obvious speed cost. Also, our tracker outperforms all the state-of-the-art trackers in overall datasets and eight independent datasets.",
issn="1432-2315",
doi="10.1007/s00371-016-1310-4",
url="https://doi.org/10.1007/s00371-016-1310-4"
}
```

Article 2(From Older Issue):

Data-driven approach for automatic orientation of 3D shapes

BibTex:

```
@Article{Laga2011,
author="Laga, Hamid",
title="Data-driven approach for automatic orientation of 3D shapes",
journal="The Visual Computer",
year="2011",
month="Sep",
day="08",
volume="27",
number="11",
pages="977",
abstract="Visualization and visual browsing of 3D model collections require rendering the 3D models from viewpoints that allow the viewer to distinguish between them. In this paper, we introduce a new framework for the automatic selection of the best views of 3D models. We build on the assumption that models belonging to the same class of shapes share the same salient features that discriminate them from the models of other classes. This allows us to formulate the best-view selection problem as a feature selection and classification task. First a 3D model is described with a set of view-based descriptors characterizing the appearance of the model when it is seen from different viewpoints. In a second step we train a classifier that learns for each shape class the set of 2D views that maximize the intra-class similarity and the inter-class dissimilarities. Finally, we post-process the selected 2D views to estimate their upright orientation. We exploit the fact that most of natural and man-made shapes are symmetric and their upright orientation is aligned with their major axis of symmetry. Experiments on the best-view selection benchmark demonstrate that the estimated best views with our data-driven approach are robust to intra-class variations and are consistent within the models of the same class of shapes. This makes the approach suitable for online visual browsing of large 3D data collections.",
issn="1432-2315",
doi="10.1007/s00371-011-0628-1",
url="https://doi.org/10.1007/s00371-011-0628-1"
}
```