Computer Graphics Comp 91.5460 **Rohan Girase**
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Journal Finder

1. ACM Transactions on Graphics (TOG)

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@article{Bitterli:2017:RJM:3151031.3132704,
 author = {Bitterli, Benedikt and Jakob, Wenzel and Nov\'{a}k, Jan and Jarosz, Wojciech},
 title = {Reversible Jump Metropolis Light Transport Using Inverse Mappings},
 journal = {ACM Trans. Graph.},
 issue_date = {January 2018},
 volume = {37},
 number = {1},
 month = oct,
 year = {2017},
 issn = {0730-0301},
 pages = {1:1--1:12},
 articleno = {1},
 numpages = {12},
 url = {http://doi.acm.org.umasslowell.idm.oclc.org/10.1145/3132704},
 doi = {10.1145/3132704},
 acmid = {3132704},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {Ray tracing, photorealistic rendering},
}
```

```
@article{Lamming:1990:SMI:88560.88567,
 author = {Lamming, Michael G. and Rhodes, Warren L.},
 title = {A Simple Method for Improved Color Printing of Monitor Images},
```

journal = {ACM Trans. Graph.},

issue_date = {Oct. 1990},

volume = {9},

number = {4},

month = oct,

year = {1990},

issn = {0730-0301},

pages = {345--375},

numpages = {31},

url = {http://doi.acm.org.umasslowell.idm.oclc.org/10.1145/88560.88567},

doi = {10.1145/88560.88567},

acmid = {88567},

publisher = {ACM},

address = {New York, NY, USA},

}

2. IEEE Transactions on Visualization and Computer Graphics (TVCG)

@ARTICLE{8276573,

author={A. M. Reach and C. North},

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

title={Smooth, Efficient, and Interruptible Zooming and Panning},

year={2018},

volume={PP},

number={99},

pages={1-1},

abstract={This paper introduces a novel technique for smooth and efficient zooming and panning based on dynamical systems in hyperbolic space. Unlike the technique of van Wijk and Nuij, the animations produced by our technique are smooth at the endpoints and when interrupted by a change of target. To analyze the results of our technique, we introduce world/screen diagrams, a novel technique for visualizing zooming and panning animations.},

keywords={Animation;Cameras;Geometry;Measurement;Navigation;Space stations;Visualization},

doi={10.1109/TVCG.2018.2800013},

ISSN={1077-2626},

month={},}

@ARTICLE{485619,

author={T. Itoh and K. Koyamada},

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

title={Automatic isosurface propagation using an extrema graph and sorted boundary cell lists},

year={1995},

volume={1},

number={4},

pages={319-327},

abstract={A high-performance algorithm for generating isosurfaces is presented. In our method, guides to searching for cells intersected by an isosurface are generated as a pre-process. These guides are two kinds of cell lists: an extrema graph, and sorted lists of boundary cells. In an extrema graph, extremum points are connected by arcs, and each arc has a list of cells through which it passes. At the same time, all boundary cells are sorted according to their minimum and maximum values, and two sorted lists are then generated. Isosurfaces are generated by visiting adjacent intersected cells in order. Here, the starting cells for this process are found by searching in an extrema graph and in sorted boundary cell lists. In this process, isosurfaces appear to propagate themselves. Our algorithm is efficient, since it visits only cells that are intersected by an isosurface and cells whose IDs are included in the guides. It is especially efficient when many isosurfaces are interactively generated in a huge volume. Some benchmark tests described in this paper show the efficiency of the algorithm},

keywords={computational geometry;data visualisation;graph theory;surface fitting;adjacent intersected cells;arcs;automatic isosurface propagation;benchmark;extrema graph;high-performance algorithm;isosurface generation;searching;sorted boundary cell lists;sorted lists;visualization;Benchmark testing;Costs;Displays;Electronic mail;Intrusion detection;Isosurfaces;Numerical simulation;Power engineering computing;Temperature;Visualization},

doi={10.1109/2945.485619},

ISSN={1077-2626},

month={Dec},}

3. IEEE Computer Graphics and Applications (CG&A)

@ARTICLE{7819391,

author={B. C. Kwon and J. Verma and P. J. Haas and Ç. Demiralp},

journal={IEEE Computer Graphics and Applications},

title={Sampling for Scalable Visual Analytics},

year={2017},

volume={37},

number={1},

pages={100-108},

keywords={Data visualization;Temperature sensors;Uncertainty;Visual analytics;Visual databases;computer graphics;interactive visual analytics;online aggregation;sampling;scalable visualization;visualization},

doi={10.1109/MCG.2017.6},

ISSN={0272-1716},

month={Jan},}

@ARTICLE{1528431,

author={E. Foxlin},

journal={IEEE Computer Graphics and Applications},

title={Pedestrian tracking with shoe-mounted inertial sensors},

year={2005}, volume={25}, number={6}, pages={38-46},

keywords={augmented reality;computer vision;inertial navigation;sensors;tracking;NavShoe system;augmented reality;close-range object registration;computer vision;database search space;emergency first responders;location-sensitive wearable computing;mixed reality;mobile 3D audio;navigation system;pedestrian tracking;personal navigation assistance;position-tracking technologies;shoe-mounted inertial sensors;Augmented reality;Computer errors;Foot;Instruments;Mobile computing;Navigation;Robustness;Virtual reality;Wearable computers;Wireless sensor networks;GPS;MEMS;Tracking;calibration;dead reckoning;inertial;kalman filtering;magnetometers;navigation;pedestrian;Acceleration;Equipment Design;Equipment Failure Analysis;Foot;Humans;Movement;Shoes;Telemetry;Transducers;User-Computer Interface},

doi={10.1109/MCG.2005.140},

ISSN={0272-1716},

month={Nov},}

4. ACM SIGGRAPH Computer Graphics (conference proceedings only, published as an ACM TOG issue)

@proceedings{Appolloni:2002:566570,title = {SIGGRAPH '02: Proceedings of the 29th Annual Conference on Computer Graphics and Interactive Techniques},year = {2002},isbn = {1-58113-521-1},issn = {0730-0301},location = {San Antonio, Texas},note = {ACM Order No.: 428020},publisher = {ACM},address = {New York, NY, USA},}

@proceedings{Owen:1997:258734,title = {SIGGRAPH '97: Proceedings of the 24th Annual Conference on Computer Graphics and Interactive Techniques},year = {1997},isbn = {0-89791-896-7},source = {ACM member price \$50, order number 428970},publisher = {ACM Press/Addison-Wesley Publishing Co.},address = {New York, NY, USA},}

5. Computers and Graphics (C&G)

@article{LEE20181,

title = "Heuristic misfit reduction: A programmable approach for 3D garment fit customization",

journal = "Computers & Graphics",

volume = "71",

pages = "1 - 13",

year = "2018",

issn = "0097-8493",

doi = "https://doi.org/10.1016/j.cag.2017.10.004",

url = "http://www.sciencedirect.com/science/article/pii/S009784931730170X",

author = "Wonseop Lee and Hyeong-Seok Ko",

keywords = "Clothing simulation, Fit customization, Pattern-making, Computer animation",

abstract = "Based on the physically-based clothing simulation, this paper develops a novel method to customize the fit of the given garment to the reference body. The method defines three misfit measures, namely the landmark point misfit, landmark line misfit, and circumferential misfit, based on the correspondence between the landmark points and landmark lines in the body and garment. In terms of the above misfit measures, this paper proposes the heuristic misfit reduction method. The heuristic misfit reduction method works in the following way. Starting from a given preliminary garment, it (1) performs the fit evaluation, (2) modifies the panels based on the evaluation to enhance the fit, then (3) performs the draping simulation with the modified panels. The procedure is repeated until a satisfactory fit is achieved. According to our experiments, the proposed method successfully customizes a given garment to fit to the given body."

}

@article{KOTZAUER1990365,

title = "Guest editor's introduction",

journal = "Computers & Graphics",

volume = "14",

number = "3",

pages = "365 - 366",

year = "1990",

issn = "0097-8493",

doi = "https://doi.org/10.1016/0097-8493(90)90055-3",

url = "http://www.sciencedirect.com/science/article/pii/0097849390900553",

author = "A. Kotzauer"

}

6. Computer Graphics Forum (CGF)

@article{12659911220171201,

Abstract = {We propose a method that allows users to define flow features in form of patterns represented as sparse sets of stream line segments. Our approach finds similar occurrences in the same or other time steps. Related approaches define patterns using dense, local stencils or support only single segments. Our patterns are defined sparsely and can have a significant extent, i.e., they are integration-based and not local. This allows for a greater flexibility in defining features of interest. Similarity is measured using intrinsic curve properties only, which enables invariance to location, orientation, and scale. Our method starts with splitting stream lines using globally consistent segmentation criteria. It strives to maintain the visually apparent features of the flow as a collection of stream line segments. Most importantly, it provides similar segmentations for similar flow structures. For user-defined patterns of curve segments, our algorithm finds similar ones that are invariant to s},

Author = {Wang, Z. and Esturo, J. Martinez and Seidel, H.-P. and Weinkauf, T.},

ISSN = {01677055},

Journal = {Computer Graphics Forum},

Keywords = {VISUALIZATION, PATTERN perception, FLOW (Fluid dynamics), ALGORITHMS, IMAGINATION, Categories and Subject Descriptors (according to ACM CCS): I.3.3 [Computer Graphics]: Picture/Image Generation-Line and curve generation, pattern search, stream lines, visualization},

Number = {8},

Pages = {7 - 18},

Title = {Stream Line-Based Pattern Search in Flows.},

Volume = {36},

URL = {https://umasslowell.idm.oclc.org/login?url=http://search.ebscohost.com/login.aspx?direct=true&db=aph&AN=126599112&site=ehost-live},

Year = {2017},

}

@article{432564119981201,

Abstract = {Join Now! Network Service. [ABSTRACT FROM AUTHOR]},

ISSN = {01677055},

Journal = {Computer Graphics Forum},

Keywords = {GRAPHIC arts, ASSOCIATIONS, institutions, etc.},

Number = {4},

Pages = {321},

Title = {Announcements.},

Volume = {17},

URL = {https://umasslowell.idm.oclc.org/login?url=http://search.ebscohost.com/login.aspx?direct=true&db=aph&AN=4325641&site=ehost-live},

Year = {1998},

}

7. Visual Computer

@Article{Namane2018,

author="Namane, Rachid

and Miguet, Serge

and Oulebsir, Fatima Boumghar",

title="A fast voxelization algorithm for trilinearly interpolated isosurfaces",

journal="The Visual Computer",

year="2018",

month="Jan",

day="01",

volume="34",

number="1",

pages="5--20",

abstract="In this work, we propose a new method for a fast incremental voxelization of isosurfaces obtained by the trilinear interpolation of 3D data. Our objective consists in the fast generation of subvoxelized isosurfaces extracted by a point-based technique similar to the Dividing Cubes algorithm. Our technique involves neither an exhaustive scan search process nor a graph-based search approach when generating isosurface points. Instead an optimized incremental approach is adopted here for a rapid isosurface extraction. With a sufficient sampling subdivision criteria around critical points, the extracted isosurface is both correct and topologically consistent with respect to the piecewise trilinear interpolant. Furthermore, the discretization scheme used in our method ensures obtaining thin - one voxel width - isosurfaces as compared to the one given by the Dividing Cubes algorithm. The resultant subvoxelized isosurfaces are efficiently tested against all possible configurations of the trilinear interpolant and real-world datasets.",

issn="1432-2315",

doi="10.1007/s00371-016-1306-0",

url="https://doi.org/10.1007/s00371-016-1306-0"

}

@Article{Scherson1990,

author="Scherson, Isaac D.",

title="Foundations of ray tracing",

journal="The Visual Computer",

year="1990",

month="May",

day="01",

volume="6",

number="3",

pages="119--119",

issn="1432-2315",

doi="10.1007/BF01911002",

url="https://doi.org/10.1007/BF01911002"

}