Journal Finder Assignment
Shruti Jain
01656195
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ACM *Transactions on Graphics* (TOG)

Recent Issue

```
@article{Gryka:2015:LRS:2843519.2732407,
 author = {Gryka, Maciej and Terry, Michael and Brostow, Gabriel J.},
 title = {Learning to Remove Soft Shadows},
 journal = {ACM Trans. Graph.},
 issue_date = {October 2015},
 volume = {34},
 number = {5},
 month = nov,
 year = {2015},
 issn = {0730-0301},
 pages = {153:1--153:15},
 articleno = {153},
 numpages = {15},
 url = {http://doi.acm.org/10.1145/2732407},
 doi = {10.1145/2732407},
 acmid = {2732407},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {Shadow matting, shadow editing},
}
```

Older Issue

```
@inproceedings{Kot:2005:IVU:1073943.1073954,
 author = {Kot, Blazej and Wuensche, Burkhard and Grundy, John and Hosking,
John},
 title = {Information Visualisation Utilising 3D Computer Game Engines Case
Study: A Source Code Comprehension Tool},
 booktitle = {Proceedings of the 6th ACM SIGCHI New Zealand Chapter's
International Conference on Computer-human Interaction: Making CHI Natural},
 series = {CHINZ '05},
 year = {2005},
 isbn = {1-59593-036-1},
 location = {Auckland, New Zealand},
 pages = {53--60},
 numpages = {8},
 url = {http://doi.acm.org/10.1145/1073943.1073954},
 doi = {10.1145/1073943.1073954},
 acmid = {1073954},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {collaborative visualisation, game engines, human-computer
interaction, information visualisation, software visualisation},
}
```

IEEE Transactions on Visualization and Computer Graphics (TVCG)

Recent Issue

@ARTICLE{7451283,
author = {D. Li and T. Shao and H. Wu and K. Zhou},
journal = {IEEE Transactions on Visualization & Computer Graphics},
title = {Shape Completion from a Single RGBD Image},
year = {2017},
volume = {23},
number = {7},
pages = {1809-1822},
keywords={Shape;Three-dimensional displays;Solid
modeling;Geometry;Optimization;Computational modeling;Deformable models},
doi = {10.1109/TVCG.2016.2553102},
url = {doi.ieeecomputersociety.org/10.1109/TVCG.2016.2553102},
ISSN = {1077-2626},
month={July}
}

Older Issue

@ARTICLE{,
author = {Y. Xu and D. G. Aliaga},
journal = {IEEE Transactions on Visualization & Computer Graphics},
title = {Modeling Repetitive Motions Using Structured Light},
year = {2009},
volume = {16},
number = {},
pages = {676-689},
keywords={Three-dimensional graphics and realism; digitization and image
capture; geometric modeling.},
doi = {10.1109/TVCG.2009.207},
url = {doi.ieeecomputersociety.org/10.1109/TVCG.2009.207},
ISSN = {1077-2626},
month={11}
}

IEEE Computer Graphics and Applications (CG&A)

Recent Issue

@ARTICLE{8013481,
author = {M. Neff and C. Pelachaud},
journal = {IEEE Computer Graphics and Applications},
title = {Animation of Natural Virtual Characters},
year = {2017},
volume = {37},
number = {4},
pages = {14-16},
keywords={Special issues and sections;Virtual reality;Animation;Social factors;Three-dimensional displays;Facial animation},
doi = {10.1109/MCG.2017.3271459},
url = {doi.ieeecomputersociety.org/10.1109/MCG.2017.3271459},
ISSN = {0272-1716},
month={07}
}

Older Issue

@ARTICLE{,
author = {M. Needels and R. H. Wolfe and T. Arias and J. D. Joannopoulos},
journal = {IEEE Computer Graphics and Applications},
title = {Visual Revelations from Silicon Ab Initio Calculations},
year = {1992},
volume = {12},
number = {},
pages = {46-48, 52-53},
keywords={},
doi = {10.1109/38.144826},
url = {doi.ieeecomputersociety.org/10.1109/38.144826},
ISSN = {0272-1716},
month={07}
}

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

Recent Issue

```
@inproceedings{Vyas:2017:WWI:3055624.3080880,
 author = {Vyas, Yash and Campbell, Emily and Anderson, Stuart and Adcock,
Matt},
 title = {A Workflow for Web3D Interactive Outdoor Scene Visualisation},
 booktitle = {Proceedings of the 22Nd International Conference on 3D Web
Technology},
 series = {Web3D '17},
 year = {2017},
 isbn = {978-1-4503-4955-0},
 location = {Brisbane, Queensland, Australia},
 pages = {20:1--20:4},
 articleno = {20},
 numpages = {4},
 url = {http://doi.acm.org/10.1145/3055624.3080880},
 doi = {10.1145/3055624.3080880},
 acmid = {3080880},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {WebGL, matchmoving, video, visualisation},
}
```

Older Issue

```
@inproceedings{Miller:1994:EAL:192161.192244,
 author = {Miller, Gavin},
 title = {Efficient Algorithms for Local and Global Accessibility Shading},
 booktitle = {Proceedings of the 21st Annual Conference on Computer Graphics
and Interactive Techniques},
 series = {SIGGRAPH '94},
 year = {1994},
 isbn = {0-89791-667-0},
 pages = {319--326},
 numpages = {8},
 url = {http://doi.acm.org/10.1145/192161.192244},
 doi = {10.1145/192161.192244},
 acmid = {192244},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {aging, surface accessibility shading, visualisation},
}
```

Computers and Graphics (C&G)

Recent Issue

```
@article{Aberman:2017:DTS:3072959.3073693,
author = {Aberman, Kfir and Katzir, Oren and Zhou, Qiang and Luo, Zegang and
Sharf, Andrei and Greif, Chen and Chen, Baoquan and Cohen-Or, Daniel},
 title = {Dip Transform for 3D Shape Reconstruction},
 journal = {ACM Trans. Graph.},
 issue_date = {July 2017},
 volume = {36},
 number = {4},
 month = jul,
 year = {2017},
 issn = {0730-0301},
 pages = {79:1--79:11},
 articleno = {79},
 numpages = {11},
 url = {http://doi.acm.org/10.1145/3072959.3073693},
 doi = {10.1145/3072959.3073693},
 acmid = {3073693},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {data acquisition, shape reconstruction, volume},
}
```

Old Issue

```
@article{Sims:1991:AEC:127719.122752,
 author = {Sims, Karl},
 title = {Artificial Evolution for Computer Graphics},
 journal = {SIGGRAPH Comput. Graph.},
 issue_date = {July 1991},
 volume = {25},
 number = {4},
 month = jul,
 year = {1991},
 issn = {0097-8930},
 pages = {319--328},
 numpages = {10},
 url = {http://doi.acm.org/10.1145/127719.122752},
 doi = {10.1145/127719.122752},
 acmid = {122752},
 publisher = {ACM},
 address = {New York, NY, USA},
}
```

Computer Graphics Forum (CGF)

Recent Issue

```
@article{DBLP:journals/cgf/NalbachAMSR17,
  author   = {Oliver Nalbach and Elena Arabadzhiyska and Dushyant Mehta and
              Hans{-}Peter Seidel and
              Tobias Ritschel},
  title    = {Deep Shading: Convolutional Neural Networks for Screen Space
Shading},
  journal  = {Comput. Graph. Forum},
  volume   = {36},
  number   = {4},
  pages    = {65--78},
  year     = {2017},
  url      = {https://doi.org/10.1111/cgf.13225},
  doi      = {10.1111/cgf.13225},
  timestamp = {Mon, 17 Jul 2017 16:13:52 +0200},
  biburl   = {http://dblp.org/rec/bib/journals/cgf/NalbachAMSR17},
  bibsource = {dblp computer science bibliography, http://dblp.org}
}
```

Older Issue

```
@article{DBLP:journals/cgf/ZhouK92,
  author   = {Tom Z.{-}Y. Zhou and
              William J. Kubitz},
  title    = {An Object-Oriented View of the User Interface},
  journal  = {Comput. Graph. Forum},
  volume   = {11},
  number   = {3},
  pages    = {81--92},
  year     = {1992},
  url      = {https://doi.org/10.1111/1467-8659.1130081},
  doi      = {10.1111/1467-8659.1130081},
  timestamp = {Fri, 26 May 2017 22:53:55 +0200},
  biburl   = {http://dblp.org/rec/bib/journals/cgf/ZhouK92},
  bibsource = {dblp computer science bibliography, http://dblp.org}
}
```

Visual Computers