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UML ID : 01666303

ACM *Transactions on Graphics* **(TOG)**

1.Discrete Time Evolution Process Descriptor for Shape Analysis and Matching

@article{Melzi:2018:DTE:3151031.3144454,
 author = {Melzi, Simone and Ovsjanikov, Maks and Roffo, Giorgio and Cristani, Marco and Castellani, Umberto},
 title = {Discrete Time Evolution Process Descriptor for Shape Analysis and Matching},
 journal = {ACM Trans. Graph.},
 issue_date = {January 2018},
 volume = {37},
 number = {1},
 month = jan,
 year = {2018},
 issn = {0730-0301},
 pages = {4:1--4:18},
 articleno = {4},
 numpages = {18},
 url = {http://doi.acm.org/10.1145/3144454},
 doi = {10.1145/3144454},
 acmid = {3144454},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {Discrete time evolution process, geodesic distances, point-to-point matching, shape signature},
}

2.An anatomically-constrained local deformation model for monocular face capture

@article{Wu:2016:ALD:2897824.2925882,
 author = {Wu, Chenglei and Bradley, Derek and Gross, Markus and Beeler, Thabo},
 title = {An Anatomically-constrained Local Deformation Model for Monocular Face Capture},
 journal = {ACM Trans. Graph.},
 issue_date = {July 2016},
 volume = {35},
 number = {4},
 month = jul,

year = {2016},
issn = {0730-0301},
pages = {115:1--115:12},
articleno = {115},
numpages = {12},
url = {http://doi.acm.org/10.1145/2897824.2925882},
doi = {10.1145/2897824.2925882},
acmid = {2925882},
publisher = {ACM},
address = {New York, NY, USA},
keywords = {anatomical constraints, facial performance capture, local face model, monocular face tracking},
}

IEEE *Transactions on Visualization and Computer Graphics* (TVCG)

1.A Context-Aware Method for Authentically Simulating Outdoors Shadows for Mobile Augmented Reality

@ARTICLE{7867820,
author={J. Barreira and M. Bessa and L. Barbosa and L. Magalhães},
journal={IEEE Transactions on Visualization and Computer Graphics},
title={A Context-Aware Method for Authentically Simulating Outdoors Shadows for Mobile Augmented Reality},
year={2018},
volume={24},
number={3},
pages={1223-1231},
keywords={Cameras;Clouds;Estimation;Lighting;Meteorology;Probes;Sun;Augmented reality;context-awareness;photometric registration;shadows coherence},
doi={10.1109/TVCG.2017.2676777},
ISSN={1077-2626},
month={March},}

2.A Modular Framework for Digital Painting

@ARTICLE{7042343,
author={S. DiVerdi},
journal={IEEE Transactions on Visualization and Computer Graphics},
title={A Modular Framework for Digital Painting},
year={2015},
volume={21},
number={7},
pages={783-793},
keywords={art;computer graphics;digital painting;interesting artistic tools;modular

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

1.Visual Communication and Cognition in Everyday Decision-Making

2.Using Global Illumination in Volume Visualization of Rheumatoid Arthritis CT Data

arthritis CT data;rheumatoid arthritis patients;visualization software tools;volume visualization;Arthritis;Biomedical image processing;Bones;Computed tomography;Data visualization;Light sources;Rendering (computer graphics);Three-dimensional displays;computed tomography;computer graphics;expert user evaluation;global illumination;graphics;medical imaging;visual perception;visualization;volume rendering;0},

ACM SIGGRAPH *Computer Graphics*

1.An interactive, multi-modal workspace for physically based sound

@article{Schroeder:2011:IMW:1982562.1982567,
author = {Schroeder, Benjamin},
 title = {An Interactive, Multi-modal Workspace for Physically Based Sound},
 journal = {SIGGRAPH Comput. Graph.},
 issue_date = {February 2011},
 volume = {45},
 number = {1},
 month = feb,
 year = {2011},
 issn = {0097-8930},
 pages = {3:1--3:8},
 articleno = {3},
 numpages = {8},
 url = {http://doi.acm.org/10.1145/1982562.1982567},
 doi = {10.1145/1982562.1982567},
 acmid = {1982567},
 publisher = {ACM},
 address = {New York, NY, USA},
}

2.A new approach to remote visualization of large volume data

@article{Ma:2010:NAR:1852645.1852653,
 author = {Ma, Kwan-Liu},
 title = {A New Approach to Remote Visualization of Large Volume Data},
 journal = {SIGGRAPH Comput. Graph.},
 issue_date = {August 2010},
 volume = {44},
 number = {3},
 month = aug,

year = {2010},
issn = {0097-8930},
pages = {5:1--5:2},
articleno = {5},
numpages = {2},
url = {http://doi.acm.org/10.1145/1852645.1852653},
doi = {10.1145/1852645.1852653},
acmid = {1852653},
publisher = {ACM},
address = {New York, NY, USA},
}

Computers and Graphics **(C&G)**

1.Parametric modeling of 3D human body shape—A survey

@article{CHENG201888,
title = "Parametric modeling of 3D human body shape—A survey",
journal = "Computers & Graphics",
volume = "71",
pages = "88 - 100",
year = "2018",
issn = "0097-8493",
doi = "https://doi.org/10.1016/j.cag.2017.11.008",
url = "http://www.sciencedirect.com/science/article/pii/S0097849317301929",
author = "Zhi-Quan Cheng and Yin Chen and Ralph R. Martin and Tong Wu and Zhan Song",
keywords = "3D human body, Survey, Parametric human shape model, Avatar capture,
Applications of human shape models"
}

2.Real-time fish animation generation by monocular camera

@article{MENG201855,
title = "Real-time fish animation generation by monocular camera",
journal = "Computers & Graphics",
volume = "71",
pages = "55 - 65",
year = "2018",
issn = "0097-8493",
doi = "https://doi.org/10.1016/j.cag.2017.12.004",
url = "http://www.sciencedirect.com/science/article/pii/S0097849317302170",
author = "Xiangfei Meng and Junjun Pan and Hong Qin and Pu Ge",
keywords = "Fish animation, Markerless motion capture, Monocular camera, Motion retargeting,
Motion fine tuning"
}

}

Computer Graphics Forum *(CGF)*

1.Stream Line–Based Pattern Search in Flows

@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},
}

2.A phenomenological model for throughfall rendering in real-time

@article {CGF:CGF12945,
author = {Weber, Y. and Jolivet, V. and Gilet, G. and Nanko, K. and Ghazanfarpour, D.},
title = {A phenomenological model for throughfall rendering in real-time},
journal = {Computer Graphics Forum},
volume = {35},
number = {4},
issn = {1467-8659},
url = {http://dx.doi.org/10.1111/cgf.12945},
doi = {10.1111/cgf.12945},
pages = {13--23},
keywords = {Categories and Subject Descriptors (according to ACM CCS), I.3.3 [Computer Graphics]: Picture/Image Generation—, I.3.7 [Computer Graphics]: Three-Dimensional Graphics and Realism—},
year = {2016},
}

Visual Computer

1.A fast voxelization algorithm for trilinearly interpolated isosurfaces

@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"
}

2.Procedural floor plan generation from building sketches

@Article{Camozzato2015,
author="Camozzato, Daniel
and Dihl, Leandro
and Silveira, Ivan
and Marson, Fernando
and Musse, Soraia R.",
title="Procedural floor plan generation from building sketches",
journal="The Visual Computer",
year="2015",
month="Jun",
day="01",
volume="31",
number="6",
pages="753--763",
abstract="We present a method for automated reconstruction of building interiors from hand-drawn building sketches. Image processing is used to extract the building's outline and openings. Then, a procedural generation algorithm creates a floor plan according to user requisites. The proposed method handles a wide variety of input image styles and building shapes, including

non-convex polygons. Possible applications include architectural tools and digital content generation.",