ACM SIGGRAPH Computer Graphics (published as an ACM TOG issue)

1.

```
@article{Peng:2016:DAF:2897824.2925941,
 author = {Peng, Yifan and Fu, Qiang and Heide, Felix and Heidrich, Wolfgang},
 title = {The Diffractive Achromat Full Spectrum Computational Imaging with Diffractive Optics},
 journal = {ACM Trans. Graph.},
 issue_date = {July 2016},
 volume = {35},
 number = {4},
 month = jul,
 year = {2016},
 issn = {0730-0301},
 pages = {31:1--31:11},
 articleno = {31},
 numpages = {11},
 url = {http://doi.acm.org/10.1145/2897824.2925941},
 doi = {10.1145/2897824.2925941},
 acmid = {2925941},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {DOE, achromatic, computational imaging, ultrathin},}
```

2.

```
@article{Westman:2011:CCI:1982562.1982564,
 author = {Westman, Hans},
 title = {Coordination, Collaboration and the Impact of Computer Graphics},
 journal = {SIGGRAPH Comput. Graph.},
 issue_date = {February 2011},
 volume = {45},
 number = {1},
 month = feb,
 year = {2011},
 issn = {0097-8930},
 pages = {1:1--1:2},
 articleno = {1},
 numpages = {2},
 url = {http://doi.acm.org/10.1145/1982562.1982564},
 doi = {10.1145/1982562.1982564},
 acmid = {1982564},
 publisher = {ACM},
 address = {New York, NY, USA},
}
```

ACM Transactions on Graphics (TOG)

3.

```
@article{Shu:2016:EEE:2996392.2926713,
 author = {Shu, Zhixin and Shechtman, Eli and Samaras, Dimitris and Hadap, Sunil},
 title = {EyeOpener: Editing Eyes in the Wild},
 journal = {ACM Trans. Graph.},
 issue_date = {February 2017},
 volume = {36},
 number = {1},
 month = sep,
 year = {2016},
 issn = {0730-0301},
 pages = {1:1--1:13},
 articleno = {1},
 numpages = {13},
 url = {http://doi.acm.org/10.1145/2926713},
 doi = {10.1145/2926713},
 acmid = {2926713},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {Face editing, computational aesthetics, eye editing, gaze editing, image compositing},
}
```

4.

```
@article{Bronstein:2011:SGG:1899404.1899405,
 author = {Bronstein, Alexander M. and Bronstein, Michael M. and Guibas, Leonidas J. and Ovsjanikov, Maks},
 title = {Shape Google: Geometric Words and Expressions for Invariant Shape Retrieval},
 journal = {ACM Trans. Graph.},
 issue_date = {January 2011},
 volume = {30},
 number = {1},
 month = feb,
 year = {2011},
 issn = {0730-0301},
 pages = {1:1--1:20},
 articleno = {1},
 numpages = {20},
 url = {http://doi.acm.org/10.1145/1899404.1899405},
 doi = {10.1145/1899404.1899405},
 acmid = {1899405},
 publisher = {ACM},
 address = {New York, NY, USA},
}
```

Computers and Graphics (C&G)

5.

```
@article{CHOI20181,
title = "As-rigid-as-possible solid simulation with oriented particles",
journal = "Computers & Graphics",
volume = "70",
pages = "1 - 7",
year = "2018",
note = "CAD/Graphics 2017",
issn = "0097-8493",
doi = "https://doi.org/10.1016/j.cag.2017.07.027",
url = "http://www.sciencedirect.com/science/article/pii/S0097849317301206",
author = "Min Gyu Choi and Jehee Lee",
keywords = "Physics-based simulation, Dynamic deformation, Deformation graph, Oriented particle"
}
```

6.

```
@article{WANG20111,
title = "Robust and blind mesh watermarking based on volume moments",
journal = "Computers & Graphics",
volume = "35",
number = "1",
pages = "1 - 19",
year = "2011",
note = "Extended Papers from Non-Photorealistic Animation and Rendering (NPAR) 2010",
issn = "0097-8493",
doi = "https://doi.org/10.1016/j.cag.2010.09.010",
url = "http://www.sciencedirect.com/science/article/pii/S0097849310001433",
author = "Kai Wang and Guillaume Lavoué and Florence Denis and Atilla Baskurt",
keywords = "3D mesh, Digital watermarking, Robustness, Blindness, Volume moment, Imperceptibility, Causality problem"
}
```

Computer Graphics Forum (CGF)

7.

```
@article {CGF:CGF12781,
author = {Scopigno, R. and Cignoni, P. and Pietroni, N. and Callieri, M. and Dellepiane, M.},
title = {Digital Fabrication Techniques for Cultural Heritage: A Survey},
journal = {Computer Graphics Forum},
volume = {36},
number = {1},
issn = {1467-8659},
url = {http://dx.doi.org/10.1111/cgf.12781},
doi = {10.1111/cgf.12781},
pages = {6--21},
keywords = {computational geometry, curves & surfaces, digital fabrication, cultural heritage, 3D printing,
stereolitography, digital replicas, I.3.8 [Computer Graphics]: Applications—I.3.5 [Computer Graphics]:
Computational Geometry and Object Modelling},
year = {2017},
}
```

8.

```
@article {CGF:CGF1840,
author = {Navarro, Fernando and Serón, Francisco J. and Gutierrez, Diego},
title = {Motion Blur Rendering: State of the Art},
journal = {Computer Graphics Forum},
volume = {30},
number = {1},
publisher = {Blackwell Publishing Ltd},
issn = {1467-8659},
url = {http://dx.doi.org/10.1111/j.1467-8659.2010.01840.x},
doi = {10.1111/j.1467-8659.2010.01840.x},
pages = {3--26},
keywords = {motion blur, temporal antialiasing, sampling and reconstruction, rendering, shading, visibility,
analytic methods, geometric substitution, Monte Carlo sampling, postprocessing, hybrid methods, I.3.3
[Computer Graphics]: Picture/Image Generation—Antialiasing},
year = {2011},
}
```

IEEE Computer Graphics and Applications (CG&A)

9.

@ARTICLE{7819393,
author={M. F. Stallmann},
journal={IEEE Computer Graphics and Applications},
title={Algorithm Animation with Galant},
year={2017},
volume={37},
number={1},
pages={8-14},
keywords={computer aided instruction;computer animation;computer science education;Galant;Graph Algorithm Animation Tool;algorithm concepts;graph algorithms;sorting algorithms;Algorithm design and analysis;Animation;Java;Software algorithms;Software development;User interfaces;algorithm animation;computer graphics;computer graphics education;graph algorithms},
doi={10.1109/MCG.2017.2},
ISSN={0272-1716},
month={Jan},}

10.

@ARTICLE{5601662,
author={S. Arietta and J. Lawrence},
journal={IEEE Computer Graphics and Applications},
title={Building and Using a Database of One Trillion Natural-Image Patches},
year={2011},
volume={31},
number={1},
pages={9-19},
keywords={image denoising;image enhancement;image resolution;image texture;visual databases;database construction;example-based image processing algorithms;image denoising;natural-image patches;resolution enhancement;texture synthesis;Accuracy;Approximation algorithms;Approximation methods;Artificial neural networks;Databases;Image segmentation;Nearest neighbor searches;LSH;computer graphics;distributed processing;graphics and multimedia;image databases;image patches;image processing;image search;kd-trees;locality-sensitive hashing;natural images;nearest neighbor;1},
doi={10.1109/MCG.2010.105},
ISSN={0272-1716},
month={Jan},}

IEEE Transactions on Visualization and Computer Graphics (TVCG)

11.

@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},}

12.

@ARTICLE{5487515,
author={M. Hutson and D. Reiners},
journal={IEEE Transactions on Visualization and Computer Graphics},
title={JanusVF: Accurate Navigation Using SCAAT and Virtual Fiducials},
year={2011},
volume={17},
number={1},
pages={3-13},
keywords={rendering (computer graphics);virtual reality;Hedgehog tracking project;JanusVF solution;SCAAT filter algorithm;fully enclosed VR displays;single-constraint-at-a-time filter algorithm;software rendering system;virtual fiducials;virtual reality
system;Cameras;Displays;Filters;Hardware;Layout;Navigation;Robustness;Sensor systems;Software systems;Virtual reality;Virtual reality;input devices and strategies;stereo;tracking.;Algorithms;Computer Graphics;Data Display;Equipment Design;Humans;Imaging, Three-Dimensional;Software;User-Computer Interface},
doi={10.1109/TVCG.2010.91},
ISSN={1077-2626},
month={Jan},}

Visual Computer

13.

@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"
}

14.

@Article{Zhang2011,
author="Zhang, Qi
and Eagleson, Roy
and Peters, Terry M.",
title="Rapid scalar value classification and volume clipping for interactive 3D medical image visualization",
journal="The Visual Computer",
year="2011",
month="Jan",
day="01",
volume="27",
number="1",
pages="3--19",

abstract="In many clinical scenarios, medical data visualization and interaction are important to physicians for exploring inner anatomical structures and extracting meaningful diagnostic information. Real-time high-quality volume rendering, artifact-free clipping, and rapid scalar value classification are important techniques employed in this process. Unfortunately, in practice, it is still difficult to achieve an optimal balance. In this paper, we present some strategies to address this issue, which are based on the calculation of segment-based post color attenuation and dynamic ray--plane intersection (RPI) respectively. When implemented within our visualization system, the new classification algorithm can deliver real-time performance while avoiding the ``color over-accumulation'' artifacts suffered by the commonly used acceleration algorithms that employ pre-integrated classification. Our new strategy can achieve an optimized balance between image quality and classification speed. Next, the RPI algorithm is used with opacity adjustment technique to effectively remove the ``striping'' artifacts on the clipping plane caused by the nonuniform integration length. Furthermore, we present techniques for multiple transfer function (TF) based anatomical feature enhancement and ``keyhole'' based endoscopic inner structure view. Finally, the algorithms are evaluated subjectively by radiologists and quantitatively compared using image power spectrum analysis.",
issn="1432-2315",
doi="10.1007/s00371-010-0509-z",
url="https://doi.org/10.1007/s00371-010-0509-z"
}