

Computer Graphics Forum (CGF) bibliographic references

1.

```
@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,  
stereolithography, digital replicas, I.3.8 [Computer Graphics]: Applications—I.3.5 [Computer Graphics]:  
Computational Geometry and Object Modelling},  
year = {2017},  
}
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2.

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@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},  
}
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