

Computers and Graphics (C&G) bibliographic references

1.

```
@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"  
}
```

2.

```
@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"  
}
```