

REFERENCES

- [1] BITTERLI, B., JAKOB, W., NOVÁK, J., AND JAROSZ, W. Reversible jump metropolis light transport using inverse mappings. *ACM Trans. Graph.* 37, 1 (Oct. 2017), 1:1–1:12.
- [2] BROOKS, F. P. What’s real about virtual reality? *IEEE Computer Graphics and Applications* 19, 6 (Nov 1999), 16–27.
- [3] EDSALL, S. The future of television graphics. *SIGGRAPH Comput. Graph.* 42, 2 (May 2008), 4:1–4:6.
- [4] EDWARDS, D., BOULOS, S., JOHNSON, J., SHIRLEY, P., ASHIKHMIN, M., STARK, M., AND WYMAN, C. The halfway vector disk for brdf modeling. *ACM Trans. Graph.* 25, 1 (Jan. 2006), 1–18.
- [5] KEIM, D. A. Information visualization and visual data mining. *IEEE Transactions on Visualization and Computer Graphics* 8, 1 (Jan 2002), 1–8.
- [6] KOZLAAAAAEA, K., KRONE, M., FALK, M., LINDOW, N., BAADEN, M., BAUM, D., VIOLA, I., PARULEK, J., AND HEGE, H.-C. Visualization of biomolecular structures: State of the art revisited. *Computer Graphics Forum*, 8 (2017), 178.
- [7] LEE, W., AND KO, H.-S. Heuristic misfit reduction: A programmable approach for 3d garment fit customization. *Computers and Graphics* 71 (2018), 1 – 13.
- [8] LIU, X., DONG, Z., BAO, H., AND PENG, Q. Caustic spot light for rendering caustics. *The Visual Computer* 24, 7 (Jul 2008), 485–494.
- [9] MANTEAUX, P.-L., WOJTAN, C., NARAIN, R., REDON, S., FAURE, F., AND CANI, M.-P. Adaptive physically based models in computer graphics. *Computer Graphics Forum*, 6 (2017), 312.
- [10] MIRANDA, F., LINS, L., KLOSOWSKI, J. T., AND SILVA, C. T. Topkube: A rank-aware data cube for real-time exploration of spatiotemporal data. *IEEE Transactions on Visualization and Computer Graphics* 24, 3 (March 2018), 1394–1407.
- [11] NILSSON, N., PECK, T., BRUDER, G., HODGSON, E., SERAFIN, S., SUMA, E., WHITTON, M., AND STEINICKE, F. 15 years of research on redirected walking in immersive virtual environments. *IEEE Computer Graphics and Applications PP*, 99 (2018), 1–1.
- [12] SAINI, R., ROY, P. P., AND DOGRA, D. P. A novel point-line duality feature for trajectory classification. *The Visual Computer* (Jan 2018).
- [13] STAFF, C. G. Siggraph ’84 call for omnimax films. *SIGGRAPH Comput. Graph.* 16, 4 (Dec. 1982), 208–214.
- [14] World congress on computational mechanics. *Computers and Graphics* 9, 4 (1985), 455.