

Computer Graphics 1

Assignment 1 - Journal Finder

-Vishal Gadiraju
01672049

ACM Transactions on Graphics (TOG)

Article 1 (Recent Version)

BibTex:

```
@article{Bitterli:2017:RJM:3151031.3132704,  
  author = {Bitterli, Benedikt and Jakob, Wenzel and Novik, Jan and Jarosz, Wojciech},  
  title = {Reversible Jump Metropolis Light Transport Using Inverse Mappings},  
  journal = {ACM Trans. Graph.},  
  issue_date = {January 2018},  
  volume = {37},  
  number = {1},  
  month = oct,  
  year = {2017},  
  issn = {0730-0301},  
  pages = {1:1--1:12},  
  articleno = {1},  
  numpages = {12},  
  url = {http://doi.acm.org/10.1145/3132704},  
  doi = {10.1145/3132704},  
  acmid = {3132704},  
  publisher = {ACM},  
  address = {New York, NY, USA},  
  keywords = {Ray tracing, photorealistic rendering},  
}
```

Article 2 (Older Version)

BibTex:

```
@Article{2012:2159516,  
  journal = {ACM Trans. Graph.},  
  year = {2012},  
  issn = {0730-0301},  
  volume = {31},  
  number = {2},  
  issue_date = {April 2012},  
  publisher = {ACM},  
  address = {New York, NY, USA},  
  key = {{"$\\!\\!$"}},
```

}

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

Article 1 (Recent Version)

BibTex:

```
@ARTICLE{7845717,  
  author={J. Harper and M. Agrawala},  
  journal={IEEE Transactions on Visualization and Computer Graphics},  
  title={Converting Basic D3 Charts into Reusable Style Templates},  
  year={2018},  
  volume={24},  
  number={3},  
  pages={1274-1286},  
  keywords={Bars;Data visualization;Electronic mail;Encoding;Image color analysis;Shape;Visualization;Chart  
restyling;D3 deconstruction;declarative representation;reusable style templates;vega-lite},  
  doi={10.1109/TVCG.2017.2659744},  
  ISSN={1077-2626},  
  month={March},}
```

Article 2 (Older Version)

BibTex:

```
@ARTICLE{468400,  
  author={N. Max},  
  journal={IEEE Transactions on Visualization and Computer Graphics},  
  title={Optical models for direct volume rendering},  
  year={1995},  
  volume={1},  
  number={2},  
  pages={99-108},  
  keywords={clouds;differential equations;integral equations;light absorption;light reflection;light scattering;rendering  
(computer graphics);reviews;absorbing;calculation methods;cloud;differential equations;direct volume  
rendering;glowing;illumination;integral equations;light interaction;multiple scattering model;optical  
models;reflecting;scattering;shadows;volume densities;Absorption;Computational modeling;Grid  
computing;Interpolation;Light scattering;Optical computing;Optical scattering;Rendering (computer  
graphics);Stimulated emission;X-ray scattering},  
  doi={10.1109/2945.468400},  
  ISSN={1077-2626},  
  month={Jun},}
```

IEEE Computer Graphics and Applications (CG&A)

Article 1 (Recent Version)

BibTex:

```
@ARTICLE{8103319,  
author={Y. Usui and K. Sato and S. Watabe},  
journal={IEEE Computer Graphics and Applications},  
title={Computer Graphics Animation for Objective Self-Evaluation},  
year={2017},  
volume={37},  
number={6},  
pages={5-9},  
keywords={computer aided instruction;computer animation;image motion analysis;teaching;computer graphics  
animation;dance teaching;data collection;motion capture;nonqualified dance instructors;objective  
self-evaluation;student collaborative learning;Animation;Computer graphics;Education;Motion  
measurement;animation;computer graphics;computer graphics education;motion capture},  
doi={10.1109/MCG.2017.4031074},  
ISSN={0272-1716},  
month={November},}
```

Article 2 (Older Version)

BibTex:

```
@ARTICLE{7021858,  
author={T. Igarashi and M. Inami},  
journal={IEEE Computer Graphics and Applications},  
title={Exploration of Alternative Interaction Techniques for Robotic Systems},  
year={2015},  
volume={35},  
number={3},  
pages={33-41},  
keywords={augmented reality;home automation;human-robot interaction;mobile robots;user interfaces;alternative  
interaction techniques;augmented reality;gestural commands;high-level control method;home  
environment;human-computer interaction;mobile robots;paper-based method;robotic systems;speech  
commands;tangible user interfaces;Augmented reality;Cameras;Remote sensing;Robot sensing systems;User  
interfaces;augmented reality;computer graphics;home appliances;human-robot interaction;interaction  
techniques;tangible user interfaces},  
doi={10.1109/MCG.2015.24},  
ISSN={0272-1716},  
month={May},}
```

ACM SIGGRAPH *Computer Graphics* (conference proceedings only, published as an ACM TOG issue)

Article 1 (Recent Version)

BibTex:

```
@article{Wright:2011:PLI:1982562.1982569,  
author = {Wright, Ernie},
```

```

title = {Preparing for a Lunar Impact},
journal = {SIGGRAPH Comput. Graph.},
issue_date = {February 2011},
volume = {45},
number = {1},
month = feb,
year = {2011},
issn = {0097-8930},
pages = {4:1--4:9},
articleno = {4},
numpages = {9},
url = {http://doi.acm.org/10.1145/1982562.1982569},
doi = {10.1145/1982562.1982569},
acmid = {1982569},
publisher = {ACM},
address = {New York, NY, USA},
}

```

Article 2 (Older Version)

BibTex:

```

@article{2010:1722991,
journal = {SIGGRAPH Comput. Graph.},
year = {2010},
issn = {0097-8930},
volume = {44},
number = {1},
issue_date = {February 2010},
issue_description = {Visual Research, Evaluation and Assessment in the Age of Computer Graphics},
publisher = {ACM},
address = {New York, NY, USA},
key = {{{!$}}},
}

```

Computers and Graphics (C&G)

Article 1 (Recent Version)

BibTex:

```

@article{NEUKOM201814,
title = "Real-time GIS-based snow cover approximation and rendering for large terrains",
journal = "Computers & Graphics",
volume = "71",
pages = "14 - 22",
year = "2018",
issn = "0097-8493",
doi = "https://doi.org/10.1016/j.cag.2017.10.003",
url = "http://www.sciencedirect.com/science/article/pii/S0097849317301693",
author = "Benjamin Neukom and Stefan Müller Arisona and Simon Schubiger",
}

```

keywords = "Real-time visualization, Snow approximation, GIS, GPGPU, Game engine"
}

Article 2 (Older Version)

BibTex:

author = "Guilherme N. Oliveira, Jose L. Sotomayor, Rafael P. Torchelsen, Cláudio T. Silva, João L.D. Comba",
title = "Visual analysis of bike-sharing systems",
journal = "Computers & Graphics",
volume = "60",
year = "2016",
pages = "119-129",
issn = "0097-8493",
doi = "https://doi.org/10.1016/j.cag.2016.08.005".
Url = "http://www.sciencedirect.com/science/article/pii/S0097849316300991"
Keywords: "Bike-sharing systems; Visual analytics"
}

Computer Graphics Forum (CGF)

Article 1 (Recent Version)

BibTex:

@article {CGF:CGF12992,
author = {Alduán, Iván and Tena, Angel and Otaduy, Miguel A.},
title = {DYVERSO: A Versatile Multi-Phase Position-Based Fluids Solution for VFX},
journal = {Computer Graphics Forum},
volume = {36},
number = {8},
issn = {1467-8659},
url = {http://dx.doi.org/10.1111/cgf.12992},
doi = {10.1111/cgf.12992},
pages = {32--44},
keywords = {fluid modelling, animation, I.3.3 [Computer Graphics]: Computational Geometry and Object Modelling- Physically based modelling},
year = {2017},
}

Article 2 (Older Version)

BibTex:

@article {CGF:CGF117,
author = {Patel, M.},
title = {Colouration Issues in Computer Generated Facial Animation},
journal = {Computer Graphics Forum},
volume = {14},
number = {2},
publisher = {Blackwell Science Ltd},

```

issn = {1467-8659},
url = {http://dx.doi.org/10.1111/1467-8659.1420117},
doi = {10.1111/1467-8659.1420117},
pages = {117--126},
keywords = {facial colouration, facial appearance, facial animation},
year = {1995}
}

```

Visual Computer

Article 1 (Recent Version)

BibTex:

```

@Article{Agarwal2018,
author="Agarwal, Swapna
and Santra, Bikash
and Mukherjee, Dipti Prasad",
title="Anubhav: recognizing emotions through facial expression",
journal="The Visual Computer",
year="2018",
month="Feb",
day="01",
volume="34",
number="2",
pages="177--191",
abstract="We present a computer vision-based system named Anubhav (a Hindi word meaning feeling) which recognizes emotional facial expressions from streaming face videos. Our system runs at a speed of 10 frames per second (fps) on a 3.2-GHz desktop and at 3 fps on an Android mobile device. Using entropy and correlation-based analysis, we show that some particular salient regions of face image carry major expression-related information compared with other face regions. We also show that spatially close features within a salient face region carry correlated information regarding expression. Therefore, only a few features from each salient face region are enough for expression representation. Extraction of only a few features considerably saves response time. Exploitation of expression information from spatial as well as temporal dimensions gives good recognition accuracy. We have done extensive experiments on two publicly available data sets and also on live video streams. The recognition accuracies on benchmark CK+ data set and on live video stream by our system are at least 13 and 20 \% better, respectively, compared to competing approaches.",
issn="1432-2315",
doi="10.1007/s00371-016-1323-z",
url="https://doi.org/10.1007/s00371-016-1323-z"
}

```

Article 2 (Older Version)

BibTex:

```

@Article{Dai1995,
author="Dai, Wen-Kai
and Chang, Ruei-Chuan
and Shih, Zen-Chung",
title="Fractal pattern for a butterfly wing",

```

```
journal="The Visual Computer",
year="1995",
month="Apr",
day="01",
volume="11",
number="4",
pages="177--187",
abstract="The texture pattern of a butterfly wing is very complicated but beautiful. We propose a new and effective procedural texture generation approach using the traits of iteration behavior to synthesize the texture patterns of a butterfly wing realistically. Based on the traits of the iteration process, the graphical behaviors near and between attractive fixed points can model the pattern of eye-like spots and river-like bands, respectively. Some realistic wing patterns are presented to show the effectiveness of this method.",
issn="1432-2315",
doi="10.1007/BF01901514",
url="https://doi.org/10.1007/BF01901514"
}
```