Journal Finder

Viswanath Pulle
Viswanath_pulle@student.uml.edu
01690370

1. ACM transactions on Graphics : TOG

Journal 1:

```
@article{Dinev:2018:SIR:3151031.3153420,
 author = {Dinev, Dimitar and Liu, Tiantian and Kavan, Ladislav},
 title = {Stabilizing Integrators for Real-Time Physics},
 journal = {ACM Trans. Graph.},
 issue_date = {January 2018},
 volume = {37},
 number = {1},
 month = jan,
 year = {2018},
 issn = {0730-0301},
 pages = {9:1--9:19},
 articleno = {9},
 numpages = {19},
 url = {http://doi.acm.org.umasslowell.idm.oclc.org/10.1145/3153420},
 doi = {10.1145/3153420},
 acmid = {3153420},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {Real-time, energy conservation, physics-based animation, stability},
}
```

Journal 2:

```
@article{O'Toole:2015:HCE:2809654.2766897,
   author = {O'Toole, Matthew and Achar, Supreeth and Narasimhan, Srinivasa G. and
  Kutulakos, Kiriakos N.},
   title = {Homogeneous Codes for Energy-efficient Illumination and Imaging},
   journal = {ACM Trans. Graph.},
   issue_date = {August 2015},
   volume = {34},
   number = {4},
   month = jul,
```

year = {2015},
issn = {0730-0301},
pages = {35:1--35:13},
articleno = {35},
numpages = {13},
url = {http://doi.acm.org.umasslowell.idm.oclc.org/10.1145/2766897},
doi = {10.1145/2766897},
acmid = {2766897},
publisher = {ACM},
address = {New York, NY, USA},
keywords = {3D scanning, coded exposure, coded illumination, computational photography, energy efficiency, low-power imaging},
}

2. IEEE Transactions on Visualization and Computer Graphics

Journal 1:

@ARTICLE{7833028,
author={M. Krichenbauer and G. Yamamoto and T. Taketom and C. Sandor and H. Kato},
journal={IEEE Transactions on Visualization and Computer Graphics},
title={Augmented Reality versus Virtual Reality for 3D Object Manipulation},
year={2018},
volume={24},
number={2},
pages={1038-1048},
keywords={Augmented reality;Mice;Performance evaluation;Resists;Three-dimensional displays;Training;Visualization;Artificial;and virtual realities-multimedia information systems-information interfaces and representation;augmented;interaction techniques-methodology and techniques-computer graphics},
doi={10.1109/TVCG.2017.2658570},
ISSN={1077-2626},
month={Feb},}

Journal 2:

@ARTICLE{7491376,
author={X. Xu and L. Zhong and M. Xie and X. Liu and J. Qin and T. T. Wong},
journal={IEEE Transactions on Visualization and Computer Graphics},
title={ASCII Art Synthesis from Natural Photographs},
year={2017},
volume={23},
number={8},
pages={1910-1923},
keywords={art;data visualisation;feature extraction;image resolution;image

texture;modulation;optimisation;photography;visual perception;ASCII art synthesis;natural photographs;nonCRF modulation;nonclassical receptive field modulation;optimization scheme;perception-sensitive structure extraction;target text resolutions;texture region;visual perception mechanism;Art;Computational modeling;Detectors;Modulation;Optimization;Smoothing methods;Visualization;ASCII art synthesis;non-classical receptive field modulation;texture suppression},
doi={10.1109/TVCG.2016.2569084},
ISSN={1077-2626},
month={Aug},}

3. IEEE Computer Graphics and Applications

Journal 1:

@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},}

Journal 2:

@ARTICLE{6051406,
author={W. M. Pang and J. Qin and M. Cohen and P. A. Heng and K. S. Choi},
journal={IEEE Computer Graphics and Applications},
title={Fast Rendering of Diffusion Curves with Triangles},
year={2012},
volume={32},
number={4},
pages={68-78},
keywords={Curves;DIffusion processes;Graphics processing unit;Harmonic analysis;Image color analysis;Interpolation;Rendering (computer graphics);Color;Curves;DIffusion processes;Graphics processing unit;Harmonic analysis;Image color analysis;Interpolation;Nickel;Rendering (computer

graphics);computer graphics;diffusion curves;harmonic maps;mean value coordinates;nonphotorealistic rendering;vector graphics rendering},
doi={10.1109/MCG.2011.86},
ISSN={0272-1716},
month={July},}

4. ACM SIGGRAPH Computer Graphics

Journal 1:

@article{Iseringhausen:2017:ITS:3072959.3073589,
 author = {Iseringhausen, Julian and Goldl\"{u}cke, Bastian and Pesheva, Nina and Iliev, Stanimir and Wender, Alexander and Fuchs, Martin and Hullin, Matthias B.},
 title = {4D Imaging Through Spray-on Optics},
 journal = {ACM Trans. Graph.},
 issue_date = {July 2017},
 volume = {36},
 number = {4},
 month = jul,
 year = {2017},
 issn = {0730-0301},
 pages = {35:1--35:11},
 articleno = {35},
 numpages = {11},
 url = {http://doi.acm.org/10.1145/3072959.3073589},
 doi = {10.1145/3072959.3073589},
 acmid = {3073589},
 publisher = {ACM},
 address = {New York, NY, USA},
 keywords = {analysis by synthesis, inverse rendering, plenoptic imaging},
}

Journal 2:

@article{Shrestha:2016:CIM:2897824.2925928,
 author = {Shrestha, Shikhar and Heide, Felix and Heidrich, Wolfgang and Wetzstein, Gordon},
 title = {Computational Imaging with Multi-camera Time-of-flight Systems},
 journal = {ACM Trans. Graph.},
 issue_date = {July 2016},
 volume = {35},
 number = {4},
 month = jul,
 year = {2016},
 issn = {0730-0301},

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pages = {33:1--33:11},
articleno = {33},
numpages = {11},
url = {http://doi.acm.org/10.1145/2897824.2925928},
doi = {10.1145/2897824.2925928},
acmid = {2925928},
publisher = {ACM},
address = {New York, NY, USA},
keywords = {computational photography, light fields, time-of-flight},
}
```

5. Computers and Graphics

Journal 1:

@article{LEE20181,
title = "Heuristic misfit reduction: A programmable approach for 3D garment fit customization",
journal = "Computers & Graphics",
volume = "71",
pages = "1 - 13",
year = "2018",
issn = "0097-8493",
doi = "https://doi.org/10.1016/j.cag.2017.10.004",
url = "http://www.sciencedirect.com/science/article/pii/S009784931730170X",
author = "Wonseop Lee and Hyeong-Seok Ko",
keywords = "Clothing simulation, Fit customization, Pattern-making, Computer animation"
}

Journal 2:

@article{FONDEVILLA20174,
title = "Patterns from photograph: Reverse-engineering developable products",
journal = "Computers & Graphics",
volume = "66",
pages = "4 - 13",
year = "2017",
note = "Shape Modeling International 2017",
issn = "0097-8493",
doi = "https://doi.org/10.1016/j.cag.2017.05.017",
url = "http://www.sciencedirect.com/science/article/pii/S0097849317300663",
author = "Amélie Fondevilla and Adrien Bousseau and Damien Rohmer and Stefanie Hahmann and Marie-Paule Cani",
keywords = "Single-view 3D reconstruction, Image-based modeling, Sketch-based modeling, Developable surfaces"

}

6. Computer Graphics Forum

Journal 1:

@article{12659911220171201,
Abstract = {We propose a method that allows users to define flow features in form of patterns represented as sparse sets of stream line segments. Our approach finds similar occurrences in the same or other time steps. Related approaches define patterns using dense, local stencils or support only single segments. Our patterns are defined sparsely and can have a significant extent, i.e., they are integration-based and not local. This allows for a greater flexibility in defining features of interest. Similarity is measured using intrinsic curve properties only, which enables invariance to location, orientation, and scale. Our method starts with splitting stream lines using globally consistent segmentation criteria. It strives to maintain the visually apparent features of the flow as a collection of stream line segments. Most importantly, it provides similar segmentations for similar flow structures. For user-defined patterns of curve segments, our algorithm finds similar ones that are invariant to s},
Author = {Wang, Z. and Esturo, J. Martinez and Seidel, H.-P. and Weinkauf, T.},
ISSN = {01677055},
Journal = {Computer Graphics Forum},
Keywords = {VISUALIZATION, PATTERN perception, FLOW (Fluid dynamics), ALGORITHMS, IMAGINATION, Categories and Subject Descriptors (according to ACM CCS): I.3.3 [Computer Graphics]: Picture/Image Generation-Line and curve generation, pattern search, stream lines, visualization},
Number = {8},
Pages = {7 - 18},
Title = {Stream Line-Based Pattern Search in Flows.},
Volume = {36},
URL =
{https://umasslowell.idm.oclc.org/login?url=http://search.ebscohost.com/login.aspx?direct=true&db=aph&AN=126599112&site=ehost-live},
Year = {2017},
}

Journal 2:

@article{11745116520160801,
Abstract = {Various applications of global surface parametrization benefit from the alignment of parametrization isolines with principal curvature directions. This is particularly true for recent parametrization-based meshing approaches, where this directly translates into a shape-aware edge flow, better approximation quality, and reduced meshing artifacts. Existing methods to influence a parametrization based on principal curvature directions suffer from scale-dependence, which implies the necessity of parameter variation, or try to capture complex

directional shape features using simple 1D curves. Especially for non-sharp features, such as chamfers, fillets, blends, and even more for organic variants thereof, these abstractions can be unfit. We present a novel approach which respects and exploits the 2D nature of such directional feature regions, detects them based on coherence and homogeneity properties, and controls the parametrization process accordingly. This approach enables us to provide },
Author = {Campen, Marcel and Ibing, Moritz and Ebke, Hans-Christian and Zorin, Denis and Kobbelt, Leif},
ISSN = {01677055},
Journal = {Computer Graphics Forum},
Keywords = {PARAMETRIC modeling, CURVATURE, MATHEMATICAL models, SURFACE dynamics, SURFACE analysis, APPROXIMATION algorithms, Categories and Subject Descriptors (according to ACM CCS), I.3.5 [Computer Graphics]: Computational Geometry and Object Modeling-},
Number = {5},
Pages = {1 - 10},
Title = {Scale-Invariant Directional Alignment of Surface Parametrizations.},
Volume = {35},
URL =
{https://umasslowell.idm.oclc.org/login?url=http://search.ebscohost.com/login.aspx?direct=true&db=aph&AN=117451165&site=ehost-live},
Year = {2016},
}

7. The Visual Computer

Journal 1:

@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"
}

Journal 2:

@Article{Kirk1987,
author="Kirk, David B.",
title="The simulation of natural features using cone tracing",
journal="The Visual Computer",
year="1987",
month="Aug",
day="01",
volume="3",
number="2",
pages="63--71",
abstract="The method of ray tracing with cones is used to area sample objects for properly filtered rendering. Methods for generating anti-aliased reflections and refractions distorted by normal vector perturbation (bump-mapping) are developed to simulate the appearance of rippled water surfaces. The sampling aperture of the cones is distorted to anti-alias the reflections and refractions properly. A calculated texture function is used as a diffusion map for transparent surfaces to simulate the visual effect of diffuse, soft-shadowed cloud layers.",
issn="1432-2315",
doi="10.1007/BF02153662",
url="https://doi.org/10.1007/BF02153662"
}