

Zipei Wei

Zipei_Wei@student.uml.edu

Summary:

I had found most articles that was provided by the website. I had labeled each articles' names with green and followed by citations in BibTex for each articles. Most articles are in February. Some are in different month due to the conference date.

I labeled the articles by the publisher's name (in Blue) followed by the publisher's articles (in Green) . The articles are sorted from newest to the oldest. The articles are either in my birth month or most citation articles.

Articles sorted by Publishers:

ACM Transactions on Graphics (TOG):

Newer Publication (Proceeding):

1. A shading reuse method for efficient micropolygon ray tracing

Citation (BibTex) :

```
@inproceedings{Kulpa:2011:IRC:2024156.2024172,  
  author = {Kulpa, Richard and Olivierxs, Anne-H{\e}\l\{e}ne and Ond\v{r}ej, Jan and Pettr{\e}, Julien},  
  title = {Imperceptible Relaxation of Collision Avoidance Constraints in Virtual Crowds},  
  booktitle = {Proceedings of the 2011 SIGGRAPH Asia Conference},  
  series = {SA '11},  
  year = {2011},  
  isbn = {978-1-4503-0807-6},  
  location = {Hong Kong, China},  
  pages = {138:1--138:10},  
  articleno = {138},  
  numpages = {10},  
  url = {http://doi.acm.org/10.1145/2024156.2024172},  
  doi = {10.1145/2024156.2024172},  
  acmid = {2024172},  
  publisher = {ACM},  
  address = {New York, NY, USA},  
  keywords = {believability, collision avoidance, crowd simulation, experimentation, perception, performance},  
}
```

2. image smoothing via L0 gradient minimization

Citation (BibTex) :

```
@inproceedings{Xu:2011:ISV:2024156.2024208,  
  author = {Xu, Li and Lu, Cewu and Xu, Yi and Jia, Jiaya},  
  title = {Image Smoothing via L0 Gradient Minimization},  
  booktitle = {Proceedings of the 2011 SIGGRAPH Asia Conference},  
  series = {SA '11},  
  year = {2011},  
  isbn = {978-1-4503-0807-6},  
  location = {Hong Kong, China},  
  pages = {174:1--174:12},
```

```

articleno = {174},
numpages = {12},
url = {http://doi.acm.org/10.1145/2024156.2024208},
doi = {10.1145/2024156.2024208},
acmid = {2024208},
publisher = {ACM},
address = {New York, NY, USA},
keywords = {L0 sparsity, filtering, image smoothing, sharpening},
}

```

Older Publication:

1. Precomputed radiance transfer for real-time rendering in dynamic, low-frequency lighting environments.

Citation (BibTex) :

```

article{Sloan:2002:PRT:566654.566612,
author = {Sloan, Peter-Pike and Kautz, Jan and Snyder, John},
title = {Precomputed Radiance Transfer for Real-time Rendering in Dynamic, Low-frequency
Lighting Environments},
journal = {ACM Trans. Graph.},
issue_date = {July 2002},
volume = {21},
number = {3},
month = jul,
year = {2002},
issn = {0730-0301},
pages = {527--536},
numpages = {10},
url = {http://doi.acm.org/10.1145/566654.566612},
doi = {10.1145/566654.566612},
acmid = {566612},
publisher = {ACM},
address = {New York, NY, USA},
keywords = {Monte Carlo techniques, graphics hardware, illumination, rendering, shadow
algorithms},
}

```

IEEE Transactions on Visualization and Computer Graphics (TVCG)

Newer Publication (Proceeding):

1. A Qualitative and Quantitative Evaluation of 8 Clear Sky Models

Citation (BibTex) :

```

@ARTICLE{7723935,
author={E. Bruneton},
journal={IEEE Transactions on Visualization and Computer Graphics},
title={A Qualitative and Quantitative Evaluation of 8 Clear Sky Models},

```

year={2017},
 volume={23},
 number={12},
 pages={2641-2655},
 keywords={computer graphics;CG model;algorithmic complexity;clear sky models;computer graphics;model
 parameters;physics community;qualitative evaluation;quantitative evaluation;reference model;Aerosols;Atmospheric
 modeling;Complexity theory;Computational modeling;Computer graphics;Mathematical model;Scattering;Clear
 sky;atmospheric scattering;evaluation;measurements;model},
 doi={10.1109/TVCG.2016.2622272},
 ISSN={1077-2626},
 month={Dec},}

2. The Effects of Low Latency on Pointing and Steering Tasks

Citation (BibTex) :

@ARTICLE{7165673,
 author={O. Kähler and V. Adrian Prisacariu and C. Yuheng Ren and X. Sun and P. Torr and D. Murray},
 journal={IEEE Transactions on Visualization and Computer Graphics},
 title={Very High Frame Rate Volumetric Integration of Depth Images on Mobile Devices},
 year={2015},
 volume={21},
 number={11},
 pages={1241-1250},
 keywords={image reconstruction;depth images;image reconstruction;mobile devices;very high frame rate
 volumetric integration;volumetric integration methods;voxel block hashing;Arrays;Cameras;Interpolation;Rendering
 (computer graphics);Resource management;Solid modeling;Three-dimensional displays;3D modelling;Kinect;camera
 tracking;mobile devices;real-time;volumetric},
 doi={10.1109/TVCG.2015.2459891},
 ISSN={1077-2626},
 month={Nov},

Older Publication:

1. Modeling and visualization of knitwear

Citation (BibTex) :

@ARTICLE{485617,
 author={E. Groller and R. T. Rau and W. Strasser},
 journal={IEEE Transactions on Visualization and Computer Graphics},
 title={Modeling and visualization of knitwear},
 year={1995},
 volume={1},
 number={4},
 pages={302-310},
 keywords={data visualisation;realistic images;rendering (computer graphics);textile industry;computer
 graphics;knitting pattern;knitwear visualization;modeling;realistic image;rendering;textile materials;topological
 specification;woven fabrics;yarn microstructure;Computer graphics;Data
 visualization;Fabrics;Hair;Humans;Microstructure;Optical reflection;Rendering (computer graphics);Textile
 industry;Yarn},
 doi={10.1109/2945.485617},
 ISSN={1077-2626},
 month={Dec},}

IEEE Computer Graphics and Applications (CG&A)

Newer Publications:

1. 15 Years of Research on Redirected Walking in Immersive Virtual Environments

Citation (BibTex) :

```
@ARTICLE{8255772,  
  author={N. Nilsson and T. Peck and G. Bruder and E. Hodgson and S. Serafin and E. Suma and M. Whitton  
and F. Steinicke},  
  journal={IEEE Computer Graphics and Applications},  
  title={15 Years of Research on Redirected Walking in Immersive Virtual Environments},  
  year={2018},  
  volume={PP},  
  number={99},  
  pages={1-1},  
  keywords={Computer architecture;Legged locomotion;Object recognition;Safety;Space exploration;Virtual  
environments;artificial, augmented, and virtual realities;computer graphics;computing methodologies;interaction  
techniques;methodology and techniques;multimedia information systems information interfaces and rep;three-dimensional  
graphics and realism;virtual reality},  
  doi={10.1109/MCG.2018.111125628},  
  ISSN={0272-1716},  
  month={},}
```

2. Computer Graphics Animation for Objective Self-Evaluation

Citation (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},}
```

Older Publication:

1. Color transfer between images

Citation (BibTex) :

```
@ARTICLE{946629,  
  author={E. Reinhard and M. Adhikhmin and B. Gooch and P. Shirley},  
  journal={IEEE Computer Graphics and Applications},  
  title={Color transfer between images},  
  year={2001},  
  volume={21},  
  number={5},  
  pages={34-41},  
  keywords={image colour analysis;statistical analysis;color correction;color transfer;image color  
characteristics;source image;statistical analysis;Decorrelation;Humans;Image color analysis;Image converters;Least  
squares approximation;Matrix converters;Principal component analysis;Signal processing;Statistical analysis;Visual  
system},  
  doi={10.1109/38.946629},  
  ISSN={0272-1716},  
  month={Sep},}
```

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

Newer Publication

1. Learning to predict indoor illumination from a single image

Citation (BibTex) :

```
@article{Gardner:2017:LPI:3130800.3130891,  
  author = {Gardner, Marc-Andr{\'e} and Sunkavalli, Kalyan and Yumer, Ersin and Shen, Xiaohui and Gambaretto, Emiliano and Gagn{\'e}, Christian and Lalonde, Jean-Fran{ }ois},  
  title = {Learning to Predict Indoor Illumination from a Single Image},  
  journal = {ACM Trans. Graph.},  
  issue_date = {November 2017},  
  volume = {36},  
  number = {6},  
  month = nov,  
  year = {2017},  
  issn = {0730-0301},  
  pages = {176:1--176:14},  
  articleno = {176},  
  numpages = {14},  
  url = {http://doi.acm.org/10.1145/3130800.3130891},  
  doi = {10.1145/3130800.3130891},  
  acmid = {3130891},  
  publisher = {ACM},  
  address = {New York, NY, USA},  
  keywords = {deep learning, indoor illumination},  
}
```

2. Gesture3D: posing 3D characters via gesture drawings

Citation (BibTex) :

```
@article{Bessmeltsev:2016:GPC:2980179.2980240,  
  author = {Bessmeltsev, Mikhail and Vining, Nicholas and Sheffer, Alla},  
  title = {Gesture3D: Posing 3D Characters via Gesture Drawings},  
  journal = {ACM Trans. Graph.},  
  issue_date = {November 2016},  
  volume = {35},  
  number = {6},  
  month = nov,  
  year = {2016},  
  issn = {0730-0301},  
  pages = {165:1--165:13},  
  articleno = {165},  
  numpages = {13},  
  url = {http://doi.acm.org/10.1145/2980179.2980240},  
  doi = {10.1145/2980179.2980240},  
  acmid = {2980240},
```

```

publisher = {ACM},
address = {New York, NY, USA},
keywords = {character posing, gesture drawing, sketch-based modeling},
}

```

Older publication

1. Photographic tone reproduction for digital images

Citation (BibTex) :

```

@inproceedings{Reinhard:2002:PTR:566570.566575,
author = {Reinhard, Erik and Stark, Michael and Shirley, Peter and Ferwerda, James},
title = {Photographic Tone Reproduction for Digital Images},
booktitle = {Proceedings of the 29th Annual Conference on Computer Graphics and Interactive
Techniques},
series = {SIGGRAPH '02},
year = {2002},
isbn = {1-58113-521-1},
location = {San Antonio, Texas},
pages = {267--276},
numpages = {10},
url = {http://doi.acm.org/10.1145/566570.566575},
doi = {10.1145/566570.566575},
acmid = {566575},
publisher = {ACM},
address = {New York, NY, USA},
keywords = {dynamic range, tone reproduction, zone system},
}

```

Computers and Graphics (C&G)

Newer Publication

1. As-rigid-as-possible solid simulation with oriented particles

Citation (BibTex) :

```

@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. Hexahedral mesh quality improvement via edge-angle optimization

Citation (BibTex) :

```
@article{XU201817,
title = "Hexahedral mesh quality improvement via edge-angle optimization",
journal = "Computers & Graphics",
volume = "70",
pages = "17 - 27",
year = "2018",
note = "CAD/Graphics 2017",
issn = "0097-8493",
doi = "https://doi.org/10.1016/j.cag.2017.07.002",
url = "http://www.sciencedirect.com/science/article/pii/S009784931730095X",
author = "Kaoji Xu and Xifeng Gao and Guoning Chen",
keywords = "Hex-mesh, Untangling, Quality improvement, Optimization"
}
```

Older Publication

1. Script-based facial gesture and speech animation using a NURBS based face model

Citation (BibTex) :

```
@article{IP1996881,
title = "Script-based facial gesture and speech animation using a NURBS based face model",
journal = "Computers & Graphics",
volume = "20",
number = "6",
pages = "881 - 891",
year = "1996",
note = "Medical Visualization",
issn = "0097-8493",
doi = "https://doi.org/10.1016/S0097-8493(96)00058-1",
url = "http://www.sciencedirect.com/science/article/pii/S0097849396000581",
author = "Horace H.S. Ip and C.S. Chan"
}
```

Computer Graphics Forum (CGF)

Newer Publication

1. Recent Advances in Adaptive Sampling and Reconstruction for Monte Carlo Rendering

Citation:

```
@article {CGF:CGF12592,
author = {Zwicker, M. and Jarosz, W. and Lehtinen, J. and Moon, B. and Ramamoorthi, R. and
Rousselle, F. and Sen, P. and Soler, C. and Yoon, S.-E.},
title = {Recent Advances in Adaptive Sampling and Reconstruction for Monte Carlo Rendering},
journal = {Computer Graphics Forum},
volume = {34},
number = {2},
issn = {1467-8659},
url = {http://dx.doi.org/10.1111/cgf.12592},
doi = {10.1111/cgf.12592},
```

```

    pages = {667--681},
    keywords = {Categories and Subject Descriptors (according to ACM CCS):, I.3.3 [Computer
Graphics]: Picture/Image Generation— Display algorithms},
    year = {2015},
  }

```

2. Small MultiPiles: Piling Time to Explore Temporal Patterns in Dynamic Networks

Citations:

```

    @article {CGF:CGF12615,
    author = {Bach, B. and Henry-Riche, N. and Dwyer, T. and Madhyastha, T. and Fekete, J-D. and Grabowski,
T.},
    title = {Small MultiPiles: Piling Time to Explore Temporal Patterns in Dynamic Networks},
    journal = {Computer Graphics Forum},
    volume = {34},
    number = {3},
    issn = {1467-8659},
    url = {http://dx.doi.org/10.1111/cgf.12615},
    doi = {10.1111/cgf.12615},
    pages = {31--40},
    keywords = {Categories and Subject Descriptors (according to ACM CCS), H.5.2 [Information Interfaces and
Presentation]: User Interfaces—Graphical user interfaces},
    year = {2015},
  }

```

Visual Computer

Newer Publication

1. Procedure-based component and architecture modeling from a single image

Citation:

```

    @Article{Hou2016,
    author="Hou, Fei
    and Qin, Hong
    and Qi, Yue",
    title="Procedure-based component and architecture modeling from a single image",
    journal="The Visual Computer",
    year="2016",
    month="Feb",
    day="01",
    volume="32",
    number="2",
    pages="151--166",
    abstract="This paper advocates a new component-aware framework to reconstruct 3D architecture from a single image.
Different from existing work, our motivation is to obtain a complete set of semantically correct 3D architectural components, which
enables part reusability towards rapid model reproduction and facilitates model variation. The core of our system is a novel
algorithm to adaptively segment repeated curved stripes (e.g., roof tiles, building floors) into individual elements, based on which
3D dimensions as well as architectural components are derived from a single image. Specially for Chinese architectures, we
further devise an interactive method to identify outer columns based on user-specified inner columns. Finally, 3D components are
generated and shape rules are derived, from which the buildings and their variants are constructed. Our new component-aware
framework minimizes the use of data resource (i.e., one single image) and emphasizes component utility during rapid 3D
architecture reproduction by advocating a component-aware approach.",
    issn="1432-2315",
    doi="10.1007/s00371-015-1061-7",
    url="https://doi.org/10.1007/s00371-015-1061-7"
  }

```


2. Animating with style: defining expressive semantics of motion

Citation:

```
@Article{Förger2016,  
  author="Förger, Klaus  
    and Takala, Tapio",  
  title="Animating with style: defining expressive semantics of motion",  
  journal="The Visual Computer",  
  year="2016",  
  month="Feb",  
  day="01",  
  volume="32",  
  number="2",  
  pages="191--203",  
  abstract="Actions performed by a virtual character can be controlled with verbal commands such as `walk five steps forward'.
```

Similar control of the motion style, meaning how the actions are performed, is complicated by the ambiguity of describing individual motions with phrases such as `aggressive walking'. In this paper, we present a method for controlling motion style with relative commands such as `do the same, but more sadly'. Based on acted example motions, comparative annotations, and a set of calculated motion features, relative styles can be defined as vectors in the feature space. We present a new method for creating these style vectors by finding out which features are essential for a style to be perceived and eliminating those that show only incidental correlations with the style. We show with a user study that our feature selection procedure is more accurate than earlier methods for creating style vectors, and that the style definitions generalize across different actors and annotators. We also present a tool enabling interactive control of parametric motion synthesis by verbal commands. As the control method is independent from the generation of motion, it can be applied to virtually any parametric synthesis method.",

```
  issn="1432-2315",  
  doi="10.1007/s00371-015-1064-4",  
  url="https://doi.org/10.1007/s00371-015-1064-4"  
}
```

Older Publication

1. Parallel processing of an object space for image synthesis using ray tracing

Citation:

```
@Article{Kobayashi1987,  
  author="Kobayashi, Hiroaki  
    and Nakamura, Tadao  
    and Shigei, Yoshiharu",  
  title="Parallel processing of an object space for image synthesis using ray tracing",  
  journal="The Visual Computer",  
  year="1987",  
  month="Feb",  
  day="01",  
  volume="3",  
  number="1",  
  pages="13--22",  
  abstract="This paper presents a novel parallel processing system for image synthesis using ray tracing. An object space is
```

divided into parts (subspaces), each of which is allocated to a processor. The processor detects, simultaneously the intersections of the surfaces of each object and a fixed number of rays over the whole space, and calculates the local intensity on an object in each subspace. The global intensities of pixels on a screen are calculated by the other kind of processors simultaneously. We also present the optimal data structure, based on an adaptive division algorithm, for parallel processing of the object space.",

```
  issn="1432-2315",  
  doi="10.1007/BF02153647",  
  url="https://doi.org/10.1007/BF02153647"  
}
```

