

Themenliste für das Seminar Computergrafik

1. Soft shadow volumes for ray tracing

Samuli Laine, Timo Aila, Ulf Assarsson, Jaakko Lehtinen, Tomas Akenine-Möller
ACM Transactions on Graphics (TOG), Volume 24 , Issue 3 (July 2005)
Proceedings of ACM SIGGRAPH 2005, pp. 1156 – 1165, 2005, ISSN:0730-0301
<http://doi.acm.org/10.1145/1073204.1073327>
http://www.tml.tkk.fi/~timo/publications/laine2005siggraph_paper.pdf

2. A realtime GPU subdivision kernel

Le-Jeng Shiue, Ian Jones, Jörg Peters
ACM Transactions on Graphics (TOG), Volume 24 , Issue 3 (July 2005)
Proceedings of ACM SIGGRAPH 2005, pp. 1010 – 1015, 2005, ISSN:0730-0301
<http://doi.acm.org/10.1145/1073204.1073304>
<http://en.scientificcommons.org/43430909>

3. Displacement Mapped Billboard Clouds

Stephan Mantler, Stefan Jeschke, Michael Wimmer
2007
<http://www.cg.tuwien.ac.at/research/publications/2007/TR-186-2-07-01/>

4. Meshless deformations based on shape matching

Matthias Müller, Bruno Heidelberger, Matthias Teschner, Markus , Gross
ACM TOG, Volume 24, Issue 3, 2005, pp. 471-478, ISSN 0730-0301
<http://doi.acm.org/10.1145/1073204.1073216>
www.matthiasmueller.info/publications/MeshlessDeformations_SIG05.pdf

5. Interactive texture synthesis on surfaces using jump maps

Steve Zelinka, Michael Garland
EGRW '03: Proceedings of the 14th Eurographics workshop on Rendering, 2003,
pp. 90-96, ISBN 3-905673-03-7
<http://portal.acm.org/citation.cfm?id=882418>
<http://citeseerx.ist.psu.edu/viewdoc/summary?doi=10.1.1.15.792>

6. GPU-Based Ray Casting of Quadratic Surfaces.

Christian Sigg, Tim Weyrich, Mario Botsch, Markus Gross.
In Proceedings of Eurographics Symposium on Point-Based Graphics, July 29-30, 2006, Boston.
<http://www.cs.ucl.ac.uk/staff/t.weyrich/>
<http://en.scientificcommons.org/43482991>

7. A Simple and Robust Mutation Strategy for the Metropolis Light Transport Algorithm.

Kelemen, C., Szirmay-Kalos, L., Antal, G. and Csonka, F.

Computer Graphics Forum, 21, pp. 531–540, 2002.

doi: 10.1111/1467-8659.t01-1-00703

<http://onlinelibrary.wiley.com/doi/10.1111/1467-8659.t01-1-00703/abstract>

8. Energy redistribution path tracing

David Cline, Justin Talbot, Parris Egbert

ACM TOG, Volume 24, Issue 3, 2005, pp. 1186-1195, ISSN 0730-0301

<http://doi.acm.org/10.1145/1073204.1073330>

9. Metropolis light transport

Eric Veach, Leonidas J. Guibas

SIGGRAPH '97: Proceedings of the 24th annual conference on Computer graphics and interactive techniques, pp. 65-76, 1997, ISBN 0-89791-896-7,

<http://doi.acm.org/10.1145/258734.258775>

<http://www-graphics.stanford.edu/papers/metro/>

<http://portal.acm.org/citation.cfm?id=258775>

10. A practical analytic model for daylight

A. J. Preetham, Peter Shirley, Brian Smits

SIGGRAPH '99: Proceedings of the 26th annual conference on Computer graphics and interactive techniques, pp. 91-100, 1999, ISBN 0-201-48560-5,

<http://doi.acm.org/10.1145/311535.311545>

<http://portal.acm.org/citation.cfm?id=311545>

<http://www.cs.utah.edu/~shirley/papers/sunsky/>

11. A physically-based night sky model

Henrik Wann Jensen, Frédo Durand, Julie Dorsey, Michael M. Stark, Peter Shirley, Simon Premože
SIGGRAPH '01: Proceedings of the 28th annual conference on Computer graphics and interactive techniques, pp. 399-408, 2001, ISBN 1-58113-374-X

<http://doi.acm.org/10.1145/383259.383306>

<http://portal.acm.org/citation.cfm?id=383306#>

<http://citeseerx.ist.psu.edu/viewdoc/summary?doi=10.1.1.2.5532>

<http://graphics.stanford.edu/~henrik/papers/nightsky/>

<http://www.pubzone.org/dblp/conf/siggraph/JensenDDSSP01>

12. 3D Rasterization -- Unifying Rasterization and Ray Casting

Carsten Dachsbacher, Philipp Slusallek, Tomas Davidovic, Thomas Engelhardt, Mike Phillips, Iliyan Georgiev

Techreport VISUS/Saarland University Technical Report, August 20, 2009

http://www.vis.uni-stuttgart.de/~engelhts/paper/3dr_techreport.pdf

13. Replica Exchange Light Transport.

S. Kitaoka, Y. Kitamura, F. Kishino

Computer Graphics Forum, 28: pp. 2330–2342. 2009

doi: 10.1111/j.1467-8659.2009.01540.x

<http://onlinelibrary.wiley.com/doi/10.1111/j.1467-8659.2009.01540.x/abstract>

14. Coherent Metropolis Light Transport with Multiple-Try Mutations

Benjamin Segovia, Jean-Claude Iehl, Bernard Péroche

Techreport LIRIS UMR 5205 CNRS/INSA de Lyon/Université Claude Bernard Lyon 1/Université Lumière Lyon 2/Ecole Centrale de Lyon, 2007

<http://liris.cnrs.fr/publis/?id=2824>

15. Decimation of triangle meshes

William J. Schroeder, Jonathan A. Zarge, William E. Lorensen

SIGGRAPH '92: Proceedings of the 19th annual conference on Computer graphics and interactive techniques, pp. 65-70, 1992, ISBN 0-89791-479-1

<http://doi.acm.org/10.1145/133994.134010>

<http://www.cs.drexel.edu/~david/Classes/Papers/decimation.pdf>

<http://portal.acm.org/citation.cfm?id=134010#>

<http://citeseerx.ist.psu.edu/viewdoc/summary?doi=10.1.1.46.8559>

16. Directed Edges--A Scalable Representation for Triangle Meshes

Swen Campagna, Leif Kobbelt, Hans-Peter Seidel

Journal of Graphics, GPU, and Game Tools, Volume 3, Issue 4, pp. 1-12, 1998

<http://citeseerx.ist.psu.edu/viewdoc/summary?doi=10.1.1.36.9701>

17. The Use of Precomputed Triangle Clusters for Accelerated Ray Tracing in Dynamic Scenes.

Garanzha, K.

Computer Graphics Forum, 28, pp. 1199–1206, 2009

doi: 10.1111/j.1467-8659.2009.01497.x

<http://onlinelibrary.wiley.com/doi/10.1111/j.1467-8659.2009.01497.x/abstract>

<http://garanzha.com/default.aspx>

18. Image-space Point Cloud Rendering

Paul Rosenthal, Lars Linsen

Proceedings of Computer Graphics International, 2008

<http://stubber.math-inf.uni-greifswald.de/~paul/publications/index.html>

19. On fast Construction of SAH-based Bounding Volume Hierarchies

Ingo Wald

IEEE Symposium on Interactive Ray Tracing, pp. 33-40, 2007

<http://www.computer.org/portal/web/csdl/doi/10.1109/RT.2007.4342588>

<http://www.sci.utah.edu/~wald/Publications/>

<http://citeseerx.ist.psu.edu/viewdoc/summary?doi=10.1.1.131.7521>

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