Themenliste für das Seminar Computergrafik, Wintersemester 2012/13

1 *(Thema vergeben)*
An analytic model for full spectral sky-dome radiance
Lukas Hosek, Alexander Wilkie
ACM Transactions on Graphics (TOG), Volume 31, Issue 4 (July 2012), Article No. 95
http://dl.acm.org/citation.cfm?id=2185591
http://cgg.mff.cuni.cz/projects/SkylightModelling/

2 *(Thema vergeben)*
Metropolis procedural modeling
Jerry O. Talton, Yu Lou, Steve Lesser, Jared Duke, Radomír Měch, Vladlen Koltun
ACM Transactions on Graphics (TOG), Volume 30, Issue 2 (April 2011), Article No. 11
http://dl.acm.org/citation.cfm?id=1944851&bnc=1
http://vladlen.info/publications/metropolis-procedural-modeling/

3 *(Thema vergeben)*
Wavelet rasterization
J. Manson, S. Schaefer
Computer Graphics Forum, Volume 30, Issue 2 (April 2011), pp. 395–404
http://josiahmanson.com/research/wavelet_rasterization/
http://onlinelibrary.wiley.com/doi/10.1111/j.1467-8659.2011.01887.x/full

4
On filtering the noise from the random parameters in Monte Carlo rendering
Pradeep Sen, Soheil Darabi
ACM Transactions on Graphics, Volume 31, Issue 3 (May 2012), Article No. 18
http://dl.acm.org/citation.cfm?id=2167083
http://agl.unm.edu/rpf/

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Plastic Trees: Interactive self-adapting botanical tree models
Soren Pirk, Ondrej Stava, Julian Kratt, Michel Abdul-Massih, Boris Neubert, Radomir Mech, Bedrich Benes, Oliver Deussen
ACM Transactions on Graphics (TOG), Volume 31, Issue 4 (July 2012), Article No. 50
http://dl.acm.org/citation.cfm?id=2185546
http://graphics.uni-konstanz.de/publikationen/2012/plastic_trees/website/

6 *(Thema vergeben)*
TreeSketch: interactive procedural modeling of trees on a tablet
Steven Longay, Adam Runions, Frédéric Boudon, Przemyslaw Prusinkiewicz
Proceedings of the International Symposium on Sketch-Based Interfaces and Modeling (SBIM '12), pp. 107-120, 2012
http://dl.acm.org/citation.cfm?id=2331083&CFID=175441973&CFTOKEN=87656896
http://algorithmicbotany.org/papers/TreeSketch.SBM2012.html

7

Modeling and generating moving trees from video

Chuan Li, Oliver Deussen, Yizhe Song, Phil Willis, Peter Hall

ACM Transactions on Graphics (TOG), Volume 30, Issue 6 (December 2011), Article No. 127

http://dl.acm.org/citation.cfm?id=2024161

http://www.cs.bath.ac.uk/~cl249/

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A probabilistic model for component-based shape synthesis

Evangelos Kalogerakis, Siddhartha Chaudhuri, Daphne Koller, Vladlen Koltun

ACM Transactions on Graphics (TOG), Volume 31, Issue 4 (July 2012), Article No. 55

http://dl.acm.org/citation.cfm?id=2185551

http://vladlen.info/publications/a-probabilistic-model-for-component-based-shape-synthesis/

9 *(Thema vergeben)*

Re-tiling polygonal surfaces

Greg Turk

ACM SIGGRAPH Computer Graphics, Volume 26, Issue 2 (July 1992), pp. 55 - 64

http://dl.acm.org/citation.cfm?id=133994.134008

http://www.cc.gatech.edu/~turk/retile/retile.html

10 *(Thema vergeben)*

Synthetic tree models from iterated discrete graphs

Ling Xu, David Mould

Proceedings of the 2012 Graphics Interface Conference (GL '12), pp. 149-156, 2012

http://dl.acm.org/citation.cfm?id=2305301&CFID=175441973&CFTOKEN=87656896

http://gigl.scs.carleton.ca/node/411

11 *(Thema vergeben)*

Modelling tree structures using a single polygonal mesh

J. Lluch, R. Vivó, C. Monserrat

Graphical Models, Volume 66, Issue 2 (March 2004), pp. 89–101

http://www.math.zju.edu.cn/cagd/Seminar/2005_AutumnWinter/2005_Master_HJW_ref.pdf

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A runtime cache for interactive procedural modeling

Tim Reiner, Sylvain Lefebvre, Lorenz Diener, Ismael García, Bruno Jobard, Carsten Dachsbacher

Computers and Graphics, Volume 36, Issue 5 (August, 2012), pp. 366-375

http://cg.ibds.kit.edu/publikationen.php

http://cg.ibds.kit.edu/publications/2012/RuntimeCache/Runtime-Cache-SMI2012.pdf

13 *(Thema vergeben)*
The evolution of swarm grammars – growing trees, crafting art and bottom-up design
Sebastian von Mammen, Christian Jacob
IEEE Computational Intelligence Magazine, Vol. 4 (2009), No. 3 (10 p.).
http://www.vonmammen.org/science/CIS_SGs.pdf

14 *(Thema vergeben)*
A hybrid multiresolution representation for fast tree modeling and rendering
Javier Lluch, Emilio Camahort, José Luis Hidalgo, Roberto Vivo
Procedia Computer Science 1 (2012), pp. 485-494
http://www.sciencedirect.com/science/article/pii/S1877050910000530

15 *(Thema vergeben)*
Interactive rendering of trees with shading and shadows
Alexandre Meyer, Fabrice Neyret, Pierre Poulin
In: 12th Eurographics Workshop on Rendering Techniques (2001), pp. 183-196.
http://hal.inria.fr/docs/00/53/75/04/PDF/MNP01.pdf