

References

- [1] 26th EUROGRAPHICS General Assembly. *Computer Graphics Forum* 24, 4 (2005), 851–857. CGFv24i4pp851-857:2005
- [2] Author Index Volume 24 (2005). *Computer Graphics Forum* 24, 4 (2005), ii–vi. CGFv24i4ppii-vi:2005
- [3] CGForum 2005 Cover Image . "CrowdBrush" by Branislav Ulicny, Pablo De Heras Ciechomski and Mireille Clavien. *Computer Graphics Forum* 24, 1 (2005), 134–135. CGFv24i1pp134-135:2005
- [4] Eurographics Awards Programme. *Computer Graphics Forum* 24, 1 (2005), 127–129. CGFv24i1pp127-129:2005
- [5] New EUROGRAPHICS Fellows. *Computer Graphics Forum* 24, 4 (2005), 858–859. CGFv24i4pp858-859:2005
- [6] REPORT OF THE STATUTORY AUDITORS TO THE GENERAL MEETING OF THE MEMBERS OF EUROGRAPHICS ASSOCIATION GENEVA. *Computer Graphics Forum* 24, 4 (2005), 860–860. CGFv24i4pp860-860:2005
- [7] ABDUL-RAHMAN A., CHEN M.: Spectral Volume Rendering based on the Kubelka-Munk Theory. *Computer Graphics Forum* 24, 3 (2005), 413–422. CGFv24i3pp413-422:2005
- [8] ADABALA N., MANOHAR S.: Techniques for realistic visualization of fluids: A survey. *Computer Graphics Forum* 21, 1 (2002), 65–65. Adabala:2002:TFR
- [9] ADAMS1 B., KEISER2 R., PAULY3 M., J. GUIBAS3 L., GROSS2 M., DUTRE1 P.: Efficient Raytracing of Deforming Point-Sampled Surfaces. *Computer Graphics Forum* 24, 3 (2005), 677–684. CGFv24i3pp677-684:2005
- [10] AKKOUCH S., GALIN E.: Adaptive implicit surface polygonization using marching triangles. *Computer Graphics Forum* 20, 2 (2001), 67–80. ISSN 1067-7055. Akkouche:2001:AIS
- [11] ALEXA M.: Recent advances in mesh morphing. *Computer Graphics Forum* 21, 2 (2002), 173–173. Alexa:2002:RAI
- [12] ALEXA M., MÜLLER W.: Representing animations by principal components. *Computer Graphics Forum* 19, 3 (August 2000), 411–418. ISSN 1067-7055. Alexa:2000:RAB
- [13] ALLIEZ P., DESBRUN M.: Valence-driven connectivity encoding for 3D meshes. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Alliez:2001:VCE
- [14] ANDUJAR C., BRUNET P., CHICA A., NAVAZO I., ROSSIGNAC J., VINACUA A.: Computing Maximal Tiles and Application to Impostor-Based Simplification. *Computer Graphics Forum* 23, 3 (2004), 401–410. CGFv23i3pp401-410:2004
- [15] ANDÚJAR C., SAONA-VÁZQUEZ C., NAVAZO I., BRUNET P.: Integrating occlusion culling and levels of detail through hardly-visible sets. *Computer Graphics Forum* 19, 3 (August 2000), 499–506. ISSN 1067-7055. Andujar:2000:IOC
- [16] ANDUJAR C., VAZQUEZ P., FAIREN M.: Way-Finder: guided tours through complex walkthrough models. *Computer Graphics Forum* 23, 3 (2004), 499–508. CGFv23i3pp499-508:2004
- [17] AR S., MONTAG G., TAL A.: Deferred, self-organizing BSP trees. *Computer Graphics Forum* 21, 3 (2002), 269–269. Ar:2002:DSO
- [18] ARVO J., HIRVIKORPI M., TYYSTJÄRVI J.: Approximate Soft Shadows win an Image-Space Flood-Fill Algorithm. *Computer Graphics Forum* 23, 3 (2004), 271–279. CGFv23i3pp271-279:2004
- [19] ASHRAF G., WONG K. C.: Generating consistent motion transition via decoupled framespace interpolation. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055. Ashraf:2000:GCM
- [20] ATTENE M., SPAGNUOLO M.: Automatic surface reconstruction from point sets in space. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055. Attene:2000:ASR
- [21] AYASSE J., MULLER H.: Sculpturing on discrete displacement fields. *Computer Graphics Forum* 21, 3 (2002), 431–431. Ayasse:2002:SOD
- [22] BACIU G., WONG S. K.: The impulse graph: A new dynamic structure for global collisions. *Computer Graphics Forum* 19, 3 (August 2000), 229–238. ISSN 1067-7055. Baciu:2000:TIG
- [23] BAJAJ C.: Volumetric filtering, modeling and visualization for nano-medicine. *Computer Graphics Forum* 22, 3 (2003), xvii–xvii. Bajaj:2003:VFM
- [24] BAJAJ C., IHM I., MIN J., OH J.: SIMD Optimization of Linear Expressions for Programmable Graphics Hardware. *Computer Graphics Forum* 23, 4 (2004), 697–714. CGFv23i4pp697-714:2004
- [25] BALMELLI L., TAUBIN G., BERNARDINI F.: Space-optimized texture maps. *Computer Graphics Forum* 21, 3 (2002), 411–411. Balmelli:2002:SOT
- [26] BALSYS R. J., SUFFERN K. G.: Ray tracing surfaces with contours. *Computer Graphics Forum* 22, 4 (2003). Balsys:2003:RTS
- [27] BANDO Y., CHEN B.-Y., NISHITA T.: Animating hair with loosely connected particles. *Computer Graphics Forum* 22, 3 (2003), 411–411. Bando:2003:AHW
- [28] BAR-JOSEPH Z., COHEN-OR D.: Hierarchical context-based pixel ordering. *Computer Graphics Forum* 22, 3 (2003), 349–349. Bar-Joseph:2003:HCB
- [29] BARTHE L., DODGSON N. A., SABIN M. A., WYVILL B., GAILDRAT V.: Two-dimensional potential fields for advanced implicit modeling operators. *Computer Graphics Forum* 22, 1 (2003), 23–23. Barthe:2003:TDP

- [30] BARTZ D.: Virtual Endoscopy in Research and Clinical Practice. *Computer Graphics Forum* 24, 1 CGFv24i1pp111-126:2005 (2005), 111–126.
- [31] BEBIE T., BIERI H.: A video-based 3d-reconstruction of soccer games. *Computer Graphics Forum* 19, Bebie:2000:AV3 3 (August 2000), 391–400. ISSN 1067-7055.
- [32] BEHRENDT S., COLDITZ C., FRANZKE O., KOPF J., DEUSSEN O.: Realistic real-time rendering of landscapes using billboard clouds. *Computer Graphics Forum* 24, 3 (2005), 507–516.
- [33] BENEDENS O., BUSCH C.: Towards blind detection of robust watermarks in polygonal models. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055.
- [34] BENTHIN C., WALD I., SLUSALLEK P.: A scalable approach to interactive global illumination. *Computer Graphics Forum* 22, 3 (2003), 621–621.
- [35] BERNARDINI F., KŁOSOWSKI J. T., EL-SANA J.: Directional discretized occluders for accelerated occlusion culling. *Computer Graphics Forum* 19, 3 (August 2000), 507–516. ISSN 1067-7055.
- [36] BERNARDINI F., RUSHMEIER H.: The 3D model acquisition pipeline. *Computer Graphics Forum* 21, Bernardini:2002:T3D 2 (2002), 149–149.
- [37] BIMBER O., ENCARNACÃO L. M., SCHMALSTIEG D.: Augmented reality with back-projection systems using transreflective surfaces. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055.
- [38] BISCHOFF S., KOBBELT L.: Sub-voxel topology control for level-set surfaces. *Computer Graphics Forum* 22, Bischoff:2003:SVT 3 (2003), 273–273.
- [39] BISCHOFF S., KOBBELT L.: Structure Preserving CAD Model Repair. *Computer Graphics Forum* 24, CGFv24i3pp527-536:2005 3 (2005), 527–536.
- [40] BITTNER J., WIMMER M., PIRINGER H., PURGATHOFER W.: Coherent Hierarchical Culling: Hardware Occlusion Queries Made Useful. *Computer Graphics Forum* 23, 3 (2004), 615–624.
- [41] BLANZ V., BASSO C., POGGIO T., VETTER T.: Reanimating faces in images and video. *Computer Graphics Forum* 22, 3 (2003), Blanz:2003:RFI 641–641.
- [42] BLANZ V., SCHERBAUM K., VETTER T., SEIDEL H.-P.: Exchanging Faces in Images. *Computer Graphics Forum* 23, 3 (2004), CGFv23i3pp669-676:2004 669–676.
- [43] BOGMJAKOV A., GOTSMAN C.: Universal rendering sequences for transparent vertex caching of progressive meshes. *Computer Graphics Forum* 21, 2 (2002), 137–137.
- [44] BOISSONNAT J.-D., CAZALS F.: Coarse-to-fine surface simplification with geometric guarantees. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [45] BORDEGONI M.: Eurographics italy 1st conference. *Computer Graphics Forum* 21, 4 (2002), 810–810.
- [46] BORDOLOI U., SHEN H.-W.: Hardware accelerated interactive vector field visualization: A level of detail approach. *Computer Graphics Forum* 21, 3 (2002), 605–605.
- [47] BORRO D., GARCÍA-ALONSO A., MATEY L.: Approximation of Optimal Voxel Size for Collision Detection in Maintainability Simulations within Massive Virtual Environments. *Computer Graphics Forum* 23, 1 (2004), 13–23.
- [48] BOSCH C., PUEYO X., MERILLOU S., GHAZANFARPOUR D.: A Physically-Based Model for Rendering Realistic Scratches. *Computer Graphics Forum* 23, 3 (2004), 361–370.
- [49] BOTSCHE M., KOBBELT L.: Multiresolution surface representation based on displacement volumes. *Computer Graphics Forum* 22, 3 (2003), 483–483.
- [50] BOTSCHE M., KOBBELT L.: Real-Time Shape Editing using Radial Basis Functions. *Computer Graphics Forum* 24, 3 (2005), CGFv24i3pp611-621:2005 611–621.
- [51] BOTSCHE M., KOBBELT L. P.: Resampling feature and blend regions in polygonal meshes for surface anti-aliasing. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [52] BOUDON F., PRUSINKIEWICZ P., FEDERL P., GODIN C., KARWOWSKI R.: Interactive design of bonsai tree models. *Computer Graphics Forum* 22, 3 (2003), 591–591.
- [53] BOURGUIGNON D., CANI M.-P., DRETTAKIS G.: Drawing for illustration and annotation in 3D. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [54] BOURQUE E., DUDEK G.: Procedural Texture Matching and Transformation. *Computer Graphics Forum* 23, 3 (2004), CGFv23i3pp461-468:2004 461–468.
- [55] BRABEC S., SEIDEL H.-P.: Shadow volumes on programmable graphics hardware. *Computer Graphics Forum* 22, 3 (2003), 433–433.
- [56] BREEN D. E., MAUCH S., WHITAKER R. T., MAO J.: 3D metamorphosis between different types of geometric models. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [57] BRIÈRE N., POULIN P.: Adaptive representation of specular light. *Computer Graphics Forum* 20, 2 Briere:2001:ARO (2001), 149–162. ISSN 1067-7055.

- [58] BRODLIE K., BROOKE J., CHEN M., CHISNALL D., FEWINGS A., HUGHES C., JOHN N. W., JONES M. W., RIDING M., ROARD N.: Visual Supercomputing: Technologies, Applications and Challenges. *Computer Graphics Forum* 24, 2 (2005), 217–245. CGFv24i2pp217-245:2005
- [59] BRODLIE K., WOOD J.: Recent advances in volume visualization. *Computer Graphics Forum* 20, 2 (2001), 125–148. ISSN 1067-7055. Brodlie:2001:RAI
- [60] BRODLIE K. W., ASIM M. R., UNSWORTH K.: Constrained Visualization Using the Shepard Interpolation Family. *Computer Graphics Forum* 24, 4 (2005), 809–820. CGFv24i4pp809-820:2005
- [61] BRODLIE K. W., DUCE D. A., GALLOP J. R., WALTON J. P. R. B., WOOD J. D.: Distributed and Collaborative Visualization. *Computer Graphics Forum* 23, 2 (2004), 223–251. CGFv23i2pp223-251:2004
- [62] BRONSVORST W. F., BIDARRA R., NOORT A.: Feature model visualization. *Computer Graphics Forum* 21, 4 (2002), 661–661. Bronsvorst:2002:FMV
- [63] BRUNET P., NAVAZO I., ROSSIGNAC J., SAONA-VÁZQUEZ C.: Hoops: 3D curves as conservative occluders for cell-visibility. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Brunet:2001:H3C
- [64] BRUNET P., WILLIS P., SEIDEL H.-P.: EG Editorial. *Computer Graphics Forum* 24, 1 (2005), 1–1. CGFv24i1pp001-001:2005
- [65] BÜHLER K.: Linear interval estimations for parametric objects theory and application. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Buehler:2001:LIE
- [66] CAI W., WALTER S., KARANGELIS G., SAKAS G.: Collaborative virtual simulation environment for radiotherapy treatment planning. *Computer Graphics Forum* 19, 3 (August 2000), 379–390. ISSN 1067-7055. Cai:2000:CVS
- [67] CASTRO F., SBERT M., NEUMANN L.: Fast Multipath Radiosity using Hierarchical Subscenes. *Computer Graphics Forum* 23, 1 (2004), 43–53. CGFv23i1pp043-053:2004
- [68] CECCONI A., GALANDA M.: Adaptive zooming in web cartography. *Computer Graphics Forum* 21, 4 (2002), 787–787. Cecconi:2002:AZI
- [69] CHALMERS A., ARNOLD D.: VAST2003 5-7 November 2003. *Computer Graphics Forum* 24, 1 (2005), 130–131. CGFv24i1pp130-131:2005
- [70] CHANG Y.-X., SHIH Z.-C.: Physically-based patination for underground objects. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055. Chang:2000:PPF
- [71] CHAUDHURI P., KALRA P., BANERJEE S.: A System for View-Dependent Animation. *Computer Graphics Forum* 23, 3 (2004), 411–420. CGFv23i3pp411-420:2004
- [72] CHEN D.-Y., TIAN X.-P., SHEN Y.-T., OUHYOUNG M.: On visual similarity based 3D model retrieval. *Computer Graphics Forum* 22, 3 (2003), 223–223. Chen:2003:OVS
- [73] CHEN M., TUCKER J. V.: Constructive volume geometry. *Computer Graphics Forum* 19, 4 (December 2000), 281–293. ISSN 1067-7055. Chen:2000:CVG
- [74] CHIANG Y.-J., LU X.: Progressive simplification of tetrahedral meshes preserving all isosurface topologies. *Computer Graphics Forum* 22, 3 (2003), 493–493. Chiang:2003:PSO
- [75] CHOI M.-H., CREMER J. F.: Geometrically-aware interactive object manipulation. *Computer Graphics Forum* 19, 1 (March 2000), 65–76. ISSN 1067-7055. Choi:2000:GIO
- [76] CHRISTENSEN P. H., LAUR D. M., FONG J., WOOTEN W. L., BATALI D.: Ray differentials and multiresolution geometry caching for distribution ray tracing in complex scenes. *Computer Graphics Forum* 22, 3 (2003), 543–543. Christensen:2003:RDA
- [77] CHRISTIE M., NORMAND J.-M.: A Semantic Space Partitioning Approach to Virtual Camera Composition. *Computer Graphics Forum* 24, 3 (2005), 247–256. CGFv24i3pp247-256:2005
- [78] CIGNONI P., GANOVELLI F., GOBBETTI E., MARTON F., PONCHIO F., SCOPIGNO R.: BDAM batched dynamic adaptive meshes for high performance terrain visualization. *Computer Graphics Forum* 22, 3 (2003), 505–505. Cignoni:2003:BDAM
- [79] CLAUSTRES L., PAULIN M., BOUCHER Y.: BRDF measurement modelling using wavelets for efficient path tracing. *Computer Graphics Forum* 22, 4 (2003). Claustres:2003:BRDF
- [80] COBZAS D., YEREX K., JAGERSAND M.: Dynamic textures for image-based rendering of fine-scale 3D structure and animation of non-rigid motion. *Computer Graphics Forum* 21, 3 (2002), 493–493. Cobzas:2002:DTF
- [81] COLLINS S.: Kinematics, Dynamics, Biomechanics: Evolution of Autonomy in Game Animation. *Computer Graphics Forum* 24, 3 (2005), xx–xx. CGFv24i3ppxx-xx:2005
- [82] COOK R.: Movie Making at Pixar: A Collaboration of Art and Technology. *Computer Graphics Forum* 24, 3 (2005), xix–xix. CGFv24i3ppxix-xix:2005
- [83] CORDIER F., MAGNENAT-THALMANN N.: Real-time animation of dressed virtual humans. *Computer Graphics Forum* 21, 3 (2002), 327–327. Cordier:2002:RTA

- [84] CORDIER F., MAGNENAT-THALMANN N.: A Data-Driven Approach for Real-Time Clothes Simulation. *Computer Graphics Forum* 24, 2 (2005), 173–183. CGFv24i2pp173-183:2005
- [85] COTTING D., ZIEGLER R., GROSS M., FUCHS H.: Adaptive Instant Displays: Continuously Calibrated Projections Using Per-Pixel Light Control. *Computer Graphics Forum* 24, 3 (2005), 705–714. CGFv24i3pp705-714:2005
- [86] CSÉBFALVI B., MROZ L., HAUSER H., KÖNIG A., GRÖLLER E.: Fast visualization of object contours by non-photorealistic volume rendering. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Csebfalvi:2001:FVO
- [87] CUNY F., ALONSO L., HOLZSCHUCH N.: A novel approach makes higher order wavelets really efficient for radiosity. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055. Cuny:2000:ANA
- [88] DAFNER R., COHEN-OR D., MATIAS Y.: Context-based space filling curves. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055. Dafner:2000:CSF
- [89] DAMEZ C., DMITRIEV K., MYSZKOWSKI K.: State of the art in global illumination for interactive applications and high-quality animations. *Computer Graphics Forum* 22, 1 (2003), 55–55. Damez:2003:SOT
- [90] DAMEZ C., HOLZSCHUCH N., SILLION F. X.: Space-Time Hierarchical Radiosity with Clustering and Higher-Order Wavelets. *Computer Graphics Forum* 23, 2 (2004), 129–141. CGFv23i2pp129-141:2004
- [91] DAUBERT K., SEIDEL H.-P.: Hardware-based volumetric knit-wear. *Computer Graphics Forum* 21, 3 (2002), 575–575. Daubert:2002:HBV
- [92] DEBEVEC P., GIBSON S.: 13th eurographics workshop on rendering. *Computer Graphics Forum* 21, 4 (2002), 813–813. Debevec:2002:RW
- [93] DECORET X.: N-Buffers for efficient depth map query. *Computer Graphics Forum* 24, 3 (2005), 393–400. CGFv24i3pp393-400:2005
- [94] DENECKER K., DE NEVE P., VAN ASSCHE S., VAN DE WALLE I., LEMAHIEU I., PHILIPS W.: Psychovisual evaluation of lossy CMYK image compression for printing applications. *Computer Graphics Forum* 21, 1 (2002), 5–5. Denecker:2002:PEL
- [95] DENNY M.: Solving geometric optimization problems using graphics hardware. *Computer Graphics Forum* 22, 3 (2003), 441–441. Denny:2003:SGO
- [96] DESBENOIT B., GALIN E., AKKOUCH S.: Simulating and modeling lichen growth. *Computer Graphics Forum* 23, 3 (2004), 341–350. CGFv23i3pp341-350:2004
- [97] DESBRUN M.: Applied Geometry:Discrete Differential Calculus for Graphics. *Computer Graphics Forum* 23, 3 (2004), 269–269. CGFv23i3pp269-269:2004
- [98] DESBRUN M., MEYER M., ALLIEZ P.: Intrinsic parameterizations of surface meshes. *Computer Graphics Forum* 21, 3 (2002), 209–209. Desbrun:2002:IPO
- [99] DEUSSEN O., HANSON C., KEIM D., SAUPE D.: Vissym04. *Computer Graphics Forum* 24, 1 (2005), 132–132. CGFv24i1pp132-132:2005
- [100] DEUSSEN O., HILLER S., VAN OVERVELD C., STROTHOTTE T.: Floating points: A method for computing stipple drawings. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055. Deussen:2000:FPA
- [101] DIAKOPOULOS N. A., STEPHENSON P. D.: Anti-Aliased Lines Using Run-Masks. *Computer Graphics Forum* 24, 2 (2005), 165–172. CGFv24i2pp165-172:2005
- [102] DIAZ-GUTIERREZ P., GOPI M., PAJAROLA R.: Hierarchyless Simplification, Stripification and Compression of Triangulated Two-Manifolds. *Computer Graphics Forum* 24, 3 (2005), 457–467. CGFv24i3pp457-467:2005
- [103] DIEPSTRATEN J., WEISKOPF D., ERTL T.: Transparency in interactive technical illustrations. *Computer Graphics Forum* 21, 3 (2002), 317–317. Diepstraten:2002:TII
- [104] DIEPSTRATEN J., WEISKOPF D., ERTL T.: Interactive cutaway illustrations. *Computer Graphics Forum* 22, 3 (2003), 523–523. Diepstraten:2003:ICI
- [105] DINGLIANA J., O'SULLIVAN C.: Graceful degradation of collision handling in physically based animation. *Computer Graphics Forum* 19, 3 (August 2000), 239–248. ISSN 1067-7055. Dingliana:2000:GDO
- [106] DISCHLER J.-M., MARITAUD K., LEVY* B., GHAZANFARPOUR D.: Texture particles. *Computer Graphics Forum* 21, 3 (2002), 401–401. Dischler:2002:TP
- [107] DOBASHI Y., YAMAMOTO T., NISHITA T.: Synthesizing Sound from Turbulent Field using Sound Textures for Interactive Fluid Simulation. *Computer Graphics Forum* 23, 3 (2004), 539–545. CGFv23i3pp539-545:2004
- [108] DONG F., KROKOS M., CLAPWORTHY G.: Fast volume rendering and data classification using multiresolution in min-max octrees. *Computer Graphics Forum* 19, 3 (August 2000), 359–368. ISSN 1067-7055. Dong:2000:FVR
- [109] DONG F., LIN H., CLAPWORTHY G.: Cutting and Pasting Irregularly Shaped Patches for Texture Synthesis. *Computer Graphics Forum* 24, 1 (2005), 17–26. CGFv24i1pp017-026:2005
- [110] DRAGO F., MYSZKOWSKI K., ANNEN T., CHIBA N.: Adaptive logarithmic mapping for displaying high contrast scenes. *Computer Graphics Forum* 22, 3 (2003), 419–419. Drago:2003:ALM

- [111] DU H., QIN H.: Direct manipulation and interactive sculpting of PDE surfaces. *Computer Graphics Forum* 19, 3 (August 2000), 261–270. ISSN 1067-7055.
- [112] DUCE D., HERMAN I., HOPGOOD B.: Web 2D graphics file formats. *Computer Graphics Forum* 21, 1 (2002), 43–43.
- [113] DUKE D., BARNARD P., HALPER N., MELLIN M.: Rendering and affect. *Computer Graphics Forum* 22, 3 (2003), 359–359.
- [114] DUKE D., SCOPIGNO R.: Editorial. *Computer Graphics Forum* 23, 4 (2004), i–i.
- [115] DUKE D., SCOPIGNO R.: Editorial. *Computer Graphics Forum* 24, 4 (2005), i–i.
- [116] DURIKOVIC R.: Animation of soap bubble dynamics, cluster formation and collision. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [117] DUTRE P.: Image-based Relighting, and Computer Vision. *Computer Graphics Forum* 23, 3 (2004), 270–270.
- [118] ECKSTEIN I., SURAZHSKY V., GOTSMAN C.: Texture mapping with hard constraints. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [119] EHMANN S. A.: Accurate and fast proximity queries between polyhedra using convex surface decomposition. *Computer Graphics Forum* 20, 3 (2001), Ming C. Lin. ISSN 1067-7055.
- [120] EL-SANA J., CHIANG Y.-J.: External memory view-dependent simplification. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055.
- [121] EMERING L., BOULIC R., MOLET T., THALMANN D.: Versatile tuning of humanoid agent activity. *Computer Graphics Forum* 19, 4 (December 2000), 231–242. ISSN 1067-7055.
- [122] ERSHOV S., KOLCHIN K., MYSZKOWSKI K.: Rendering pearlescent appearance based on paint-composition modelling. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [123] ERTL T.: Interactive visualization with programmable graphics hardware. *Computer Graphics Forum* 21, 3 (2002), xviii–xviii.
- [124] ESTEVE J., BRUNET P., VINACUA A.: Approximation of a Variable Density Cloud of Points by Shrinking a Discrete Membrane. *Computer Graphics Forum* 24, 4 (2005), 791–807.
- [125] 6th eurographics workshop on multimedia. manchester, UK, 8-9 september, 2001. *Computer Graphics Forum* 21, 2 (2002), 203–203.
- [126] 3rd eurographics workshop on parallel graphics and visualization. girona, spain, 28-29 september, 2000. *Computer Graphics Forum* 21, 2 (2002), 204–204.
- [127] 12th eurographics workshop on rendering. london, UK, 25-27 june, 2001. *Computer Graphics Forum* 21, 2 (2002), 205–205.
- [128] EVERSENNE J.-F., KOCH R.: Image based interactive rendering with view dependent geometry. *Computer Graphics Forum* 22, 3 (2003), 573–573.
- [129] FACONTI G., MASSINK M., BORDEGONI M., ANGELIS F. D., BOOTH S.: Haptic cues for image disambiguation. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055.
- [130] FARRUGIA J.-P., PEROCHE B.: A Progressive Rendering Algorithm Using an Adaptive Perceptually Based Image Metric . *Computer Graphics Forum* 23, 3 (2004), 605–614.
- [131] FEI G., CAI K., GUO B., WU E.: An adaptive sampling scheme for out-of-core simplification. *Computer Graphics Forum* 21, 2 (2002), 111–111.
- [132] FELKEL P., BRUCKSCHWAIGER M., WEGENKITTL R.: Implementation and complexity of the watershed-from-markers algorithm computed as a minimal cost forest. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [133] FORMELLA A., MÜLLER K.: A Viewpoint-Dependent Approach to Ray Trace Free-Form Surfaces. *Computer Graphics Forum* 23, 2 (2004), 143–155.
- [134] FOSTER K., JEPP P., WYVILL B., SOUSA M., GALBRAITH C., JORGE J.: Pen-and-Ink for BlobTree Implicit Models. *Computer Graphics Forum* 24, 3 (2005), 267–276.
- [135] FOUFOU S., GARNIER L.: Dupin Cyclide Blends Between Quadric Surfaces for Shape Modeling. *Computer Graphics Forum* 23, 3 (2004), 321–330.
- [136] FREUDENBERG B., MASUCH M., STROTHOTTE T.: Walk-through illustrations: Frame-coherent pen-and-ink style in a game engine. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [137] FRÖHLICH T., ROTH M.: Integration of multidimensional interaction devices in real-time computer graphics applications. *Computer Graphics Forum* 19, 3 (August 2000), 313–320. ISSN 1067-7055.
- [138] FROUMENTIN M., LABROSSE F., WILLIS P. J.: A vector-based representation for image warping. *Computer Graphics Forum* 19, 3 (August 2000), 419–426. ISSN 1067-7055.

- [139] FUCHS H.: Immersive Integration of Physical and Virtual Environments. *Computer Graphics Forum* 23, 3 (2004), 268–268.
- [140] GAIANI M., BALZANI M., UCCELLI F.: Reshaping the coliseum in rome: An integrated data capture and modeling method at heritage sites. *Computer Graphics Forum* 19, 3 (August 2000), 369–378. ISSN 1067-7055.
- [141] GALBRAITH C., MÜNDERMANN L., WYVILL B.: Implicit Visualization and Inverse Modeling of Growing Trees. *Computer Graphics Forum* 23, 3 (2004), 351–360.
- [142] GALIN E., LECLERCQ A., AKKOUCHÉ S.: Morphing the blobtree. *Computer Graphics Forum* 19, 4 (December 2000), 257–270. ISSN 1067-7055.
- [143] GANOVELLI F., CIGNONI P., MONTANI C., SCOPIGNO R.: A multiresolution model for soft objects supporting interactive cuts and lacerations. *Computer Graphics Forum* 19, 3 (August 2000), 271–282. ISSN 1067-7055.
- [144] GAVILAN RUIZ D., TAKAHASHI H., NAKAJIMA M.: Image categorization using color blobs in a mobile environment. *Computer Graphics Forum* 22, 3 (2003), 427–427.
- [145] GIBSON S., HOWARD T., HUBBOLD R.: Flexible image-based photometric reconstruction using virtual light sources. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [146] GIESEN J., JOHN M.: Surface reconstruction based on a dynamical system. *Computer Graphics Forum* 21, 3 (2002), 363–363.
- [147] GOBBETTI E., SPANO L., AGUS M.: Hierarchical higher order face cluster radiosity for global illumination walkthroughs of complex non-diffuse environments. *Computer Graphics Forum* 22, 3 (2003), 563–563.
- [148] GOLDENSTEIN S., VOGLER C., VELHO L.: Adaptive Deformable Models for Graphics and Vision. *Computer Graphics Forum* 24, 4 (2005), 729–741.
- [149] GOPI M., EPPSTIEN D.: Single-Strip Triangulation of Manifolds with Arbitrary Topology. *Computer Graphics Forum* 23, 3 (2004), 371–379.
- [150] GOPIY M., KRISHNAN S., SILVA C. T.: Surface reconstruction based on lower dimensional localized delaunay triangulation. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055.
- [151] GOTSMAN C.: On the optimality of valence-based connectivity coding. *Computer Graphics Forum* 22, 1 (2003), 99–99.
- [152] GRANIER X., DRETTAKIS G.: Incremental updates for rapid glossy global illumination. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [153] GRIMM S., BRUCKNER S., KANITSAR A., GRÖLLER E.: VOTS: VOlume doTS as a Point-Based Representation of Volumetric Data. *Computer Graphics Forum* 23, 3 (2004), 661–668.
- [154] GROSS M.: Are points the better graphics primitives? *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [155] GUENNEBAUD G., BARTHE L., PAULIN M.: Deferred Splatting. *Computer Graphics Forum* 23, 3 (2004), 653–660.
- [156] GUENNEBAUD G., BARTHE L., PAULIN M.: Interpolatory Refinement for Real-Time Processing of Point-Based Geometry. *Computer Graphics Forum* 24, 3 (2005), 657–666.
- [157] GUO Z., CHEONG WONG K.: Skinning With Deformable Chunks. *Computer Graphics Forum* 24, 3 (2005), 373–381.
- [158] GUTHE M., KLEIN R.: Automatic texture atlas generation from trimmed NURBS models. *Computer Graphics Forum* 22, 3 (2003), 453–453.
- [159] HABER J., MYSZKOWSKI K., YAMAUCHI H., SEIDEL H.-P.: Perceptually guided corrective splatting. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [160] HADAP S., MAGNENAT-THALMANN N.: Modeling dynamic hair as a continuum. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [161] HADWIGER M., SIGG* C., SCHARSACH H., BUHLER K., GROSS* M.: Real-Time Ray-Casting and Advanced Shading of Discrete Isosurfaces. *Computer Graphics Forum* 24, 3 (2005), 303–312.
- [162] HALPER N., HELBING R., STROTHOTTE T.: A camera engine for computer games: Managing the trade-off between constraint satisfaction and frame coherence. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [163] HAMILL J., McDONNELL R., DOBBYN S., O'SULLIVAN C.: Perceptual Evaluation of Impostor Representations for Virtual Humans and Buildings. *Computer Graphics Forum* 24, 3 (2005), 623–633.
- [164] HANRAHAN P.: Realistic or Abstract Imagery: The Future of Computer Graphics? *Computer Graphics Forum* 24, 3 (2005), xxi–xxi.

- [165] HARRIS M. J., LASTRA A.: Real-time cloud rendering. *Computer Graphics Forum* 20, 3 (2001). ISSN Harris:2001:RCR 1067-7055.
- [166] HASEGAWA S., SATO M.: Real-time Rigid Body Simulation for Haptic Interactions Based on Contact Volume of Polygonal Objects. *Computer Graphics Forum* 23, 3 (2004), 529–538.
- [167] HASENFRATZ J.-M., LAPIERRE M., HOLZSCHUCH N., SILLION F.: A survey of real-time soft shadows algorithms. *Computer Graphics Forum* 22, 4 (2003).
- [168] HASSELGREN J., AKENINE-MOLLER T., LAINE S.: A Family of Inexpensive Sampling Schemes. *Computer Graphics Forum* 24, 4 (2005), 843–848.
- [169] HAUMONT D., DEBEIR O., SILLION F.: Volumetric cell-and-portal generation. *Computer Graphics Forum* 22, 3 (2003), 303–303.
- [170] HAUTH M., ETZMUSS O.: A high performance solver for the animation of deformable objects using advanced numerical methods. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [171] HAVRAN V., BITTNER J.: LCTS: Ray shooting using longest common traversal sequences. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055.
- [172] HAVRAN V., HERZOG R., SEIDEL H.-P.: Fast Final Gathering via Reverse Photon Mapping. *Computer Graphics Forum* 24, 3 (2005), 323–332.
- [173] HECKER C.: Why games will be the preeminent art form of the 21st century. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [174] HENRIQUE DE FIGUEIREDO L., STOLFI J., VELHO L.: Approximating parametric curves with strip trees using affine arithmetic. *Computer Graphics Forum* 22, 2 (2003), 171–171.
- [175] HENSLEY1 J., SCHEUERMANN2 T., COOMBE1 G., SINGH1 M., LASTRA1 A.: Fast Summed-Area Table Generation and its Applications. *Computer Graphics Forum* 24, 3 (2005), 547–555.
- [176] HERMAN I., DARDAILLER D.: SVG linearization and accessibility. *Computer Graphics Forum* 21, 4 (2002), 777–777.
- [177] HEY H., PURGATHOFER W.: Advanced radiance estimation for photon map global illumination. *Computer Graphics Forum* 21, 3 (2002), 541–541.
- [178] HIDALGO E., HUBBOLD R. J.: Hybrid geometric - image based rendering. *Computer Graphics Forum* 21, 3 (2002), 471–471.
- [179] HILDEBRANDT K., POLTHIER K.: Anisotropic Filtering of Non-Linear Surface Features. *Computer Graphics Forum* 23, 3 (2004), 391–400.
- [180] HILLER S., HELIWIG H., DEUSSEN O.: Beyond stippling - methods for distributing objects on the plane. *Computer Graphics Forum* 22, 3 (2003), 515–515.
- [181] HISADA M., BELYAEV A. G., KUNII T. L.: A skeleton-based approach for detection of perceptually salient features on polygonal surfaces. *Computer Graphics Forum* 21, 4 (2002), 689–689.
- [182] HO+ C.-C., WU+ F.-C., CHEN B.-Y., CHUANGS Y.-Y., OUHYOUNGS M.: Cubical Marching Squares: Adaptive Feature Preserving Surface Extraction from Volume Data. *Computer Graphics Forum* 24, 3 (2005), 537–545.
- [183] HONG J.-M., KIM C.-H.: Animation of bubbles in liquid. *Computer Graphics Forum* 22, 3 (2003), 253–253.
- [184] HOON KIM T., LEE J., SHIN S. Y.: Robust motion watermarking based on multiresolution analysis. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055.
- [185] HOWARD T.: Book reviews. *Computer Graphics Forum* 21, 2 (2002), 197–197.
- [186] HSU P. C., LEE C.: Field functions for blending range controls on soft objects. *Computer Graphics Forum* 22, 3 (2003), 233–233.
- [187] HSU P.-C., LEE C.: The scale method for blending operations in functionally-based constructive geometry. *Computer Graphics Forum* 22, 2 (2003), 143–143.
- [188] HUANG Y. Q., LIU Y. K.: An algorithm for line clipping against a polygon based on shearing transformation. *Computer Graphics Forum* 21, 4 (2002), 683–683.
- [189] HURTADO F., NOY M., ROBERT J.-M., SACRISTAN V., SKIENA S.: Visualizing Objects with Mirrors. *Computer Graphics Forum* 23, 2 (2004), 157–166.
- [190] IBARRIA L., LINDSTROM P., ROSSIGNAC J., SZYMCZAK A.: Out-of-core compression and decompression of large n-dimensional scalar fields. *Computer Graphics Forum* 22, 3 (2003), 343–343.
- [191] IEHL J. C., PÉROCHE B.: An adaptive spectral rendering with a perceptual control. *Computer Graphics Forum* 19, 3 (August 2000), 291–300. ISSN 1067-7055.
- [192] III C. F. R., SLOAN P.-P. J., COHEN M. F.: Artist-directed inverse-kinematics using radial basis function interpolation. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.

- [193] ISENBERG T., HALPER N., STROTHOTTE T.: Styling silhouettes at interactive rates: From silhouette edges to silhouette strokes. *Computer Graphics Forum* 21, 3 (2002), 249–249. Isenberg:2002:SSA
- [194] ISENBURG M.: Triangle strip compression. *Computer Graphics Forum* 20, 2 (2001), 91–101. ISSN 1067-7055. Isenburg:2001:TSC
- [195] ISERN J. R.: Eurographics spain 11th conference. *Computer Graphics Forum* 21, 4 (2002), 807–807. Isern:2002:EG2002
- [196] IVANOV D., KUZMIN Y.: Spatial patches - a primitive for 3D model representation. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Ivanov:2001:SPA
- [197] IVANOV D. V., KUZMIN Y. P.: Color distribution - a new approach to texture compression. *Computer Graphics Forum* 19, 3 (August 2000), 283–290. ISSN 1067-7055. Ivanov:2000:CDA
- [198] IWAKIRI Y., KANEKO T.: Pc-based real-time texture painting on real world objects. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Iwakiri:2001:PRT
- [199] IWASAKI K., DOBASHI Y., NISHITA T.: An efficient method for rendering underwater optical effects using graphics hardware. *Computer Graphics Forum* 21, 4 (2002), 701–701. Iwasaki:2002:AEM
- [200] IWASAKI K., DOBASHI Y., NISHITA T.: A fast rendering method for refractive and reflective caustics due to water surfaces. *Computer Graphics Forum* 22, 3 (2003), 601–601. Iwasaki:2003:AFR
- [201] JIMÉNEZ W. F. H., ESPERANÇA C., OLIVEIRA A. A. F.: Efficient algorithms for computing conservative portal visibility information. *Computer Graphics Forum* 19, 3 (August 2000), 489–498. ISSN 1067-7055. Jimenez:2000:EAF
- [202] JOBARD B., LEFER W.: Unsteady flow visualization by animating evenly-spaced streamlines. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055. Jobard:2000:UFV
- [203] JULIUS+ D., KRAEVOY V., SHEFFERS A.: D-Charts: Quasi-Developable Mesh Segmentation. *Computer Graphics Forum* 24, 3 (2005), 581–590. CGFv24i3pp581-590:2005
- [204] KAKIMOTO M., MATSUOKA K., NISHITA T., NAEMURA T., HARASHIMA H.: Glare Generation Based on Wave Optics. *Computer Graphics Forum* 24, 2 (2005), 185–193. CGFv24i2pp185-193:2005
- [205] KALBERER+ F., POLTHIER+ K., REITEBUCH+ U., WARDETZKY+ M.: FreeLence - Coding with Free Valences. *Computer Graphics Forum* 24, 3 (2005), 469–478. CGFv24i3pp469-478:2005
- [206] KALLMANN M., AUBEL A., ABACI T., THALMANN D.: Planning collision-free reaching motions for interactive object manipulation and grasping. *Computer Graphics Forum* 22, 3 (2003), 313–313. Kallmann:2003:PCF
- [207] KANG H. W., PYO S. H., ICHI ANJYO K., SHIN S. Y.: Tour into the picture using a vanishing line and its extension to panoramic images. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Kang:2001:TIT
- [208] KARPENKO O., HUGHES J. F., RASKAR R.: Free-form sketching with variational implicit surfaces. *Computer Graphics Forum* 21, 3 (2002), 585–585. Karpenko:2002:FFS
- [209] KAUTZ J.: Hardware Lighting and Shading: a Survey. *Computer Graphics Forum* 23, 1 (2004), 85–112. CGFv23i1pp085-112:2004
- [210] KAVAN+ L., ZARA J.: Fast Collision Detection for Skeletally Deformable Models. *Computer Graphics Forum* 24, 3 (2005), 363–372. CGFv24i3pp363-372:2005
- [211] KELEMEN C., SZIRMAY-KALOS L., ANTAL G., CSONKA F.: A simple and robust mutation strategy for the metropolis light transport algorithm. *Computer Graphics Forum* 21, 3 (2002), 531–531. Kelemen:2002:ASA
- [212] KIM B., ROSSIGNAC J.: GeoFilter: Geometric Selection of Mesh Filter Parameters. *Computer Graphics Forum* 24, 3 (2005), 295–302. CGFv24i3pp295-302:2005
- [213] KIM D., HAHN J. K.: Projective texture mapping with full panorama. *Computer Graphics Forum* 21, 3 (2002), 421–421. Kim:2002:PTM
- [214] KIM K.-J., LEE I.-K.: The perspective silhouette of a canal surface. *Computer Graphics Forum* 22, 1 (2003), 15–15. Kim:2003:TPS
- [215] KIPFER P., RECK F., GREINER G.: Local exact particle tracing on unstructured grids. *Computer Graphics Forum* 22, 2 (2003), 133–133. Kipfer:2003:LEP
- [216] KITAMURA Y., HIGASHI T., IIDA T., KISHINO F.: Interactive computer animation of hand gestures using status estimation with multiple regression analysis. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Kitamura:2001:ICA
- [217] KLASSEN R. V.: Filtered jitter. *Computer Graphics Forum* 19, 4 (December 2000), 223–230. ISSN 1067-7055. Klassen:2000:FJ
- [218] KLEIN J., ZACHMANN G.: Point Cloud Collision Detection. *Computer Graphics Forum* 23, 3 (2004), 567–576. CGFv23i3pp567-576:2004
- [219] KOBBELT L.: Freeform shape representations for efficient geometry processing. *Computer Graphics Forum* 22, 3 (2003), xviii–xviii. Kobbett:2003:FSR

- [220] KOBELT L. P., BAREUTHER T., SEIDEL H.-P.: Multiresolution shape deformations for meshes with dynamic vertex connectivity. *Computer Graphics Forum* 19, 3 (August 2000), 249–260. ISSN 1067-7055. Kobbelt:2000:MSD
- [221] KOBELT L. P., BOTSCHE M.: An interactive approach to point cloud triangulation. *Computer Graphics Forum* 19, 3 (August 2000), 479–487. ISSN 1067-7055. Kobbelt:2000:AIA
- [222] KOLLIG T., KELLER A.: Efficient multidimensional sampling. *Computer Graphics Forum* 21, 3 (2002), 557–557. Kollig:2002:EMS
- [223] KRAWCZYK+ G., MYSZKOWSKI K., SEIDELES H.-P.: Lightness Perception in Tone Reproduction for High Dynamic Range Images. *Computer Graphics Forum* 24, 3 (2005), 635–645. CGFv24i3pp635-645:2005
- [224] KRISHNASWAMY A., BARANOSKI G. V.: A Biophysically-Based Spectral Model of Light Interaction with Human Skin. *Computer Graphics Forum* 23, 3 (2004), 331–340. CGFv23i3pp331-340:2004
- [225] KRUGER+ J., WESTERMANN R.: GPU Simulation and Rendering of Volumetric Effects for Computer Games and Virtual Environments. *Computer Graphics Forum* 24, 3 (2005), 685–693. CGFv24i3pp685-693:2005
- [226] KSHIRSAGAR S., MAGNENAT-THALMANN N.: Visyllable based speech animation. *Computer Graphics Forum* 22, 3 (2003), 631–631. Kshirsagar:2003:VBS
- [227] KULPA1 2 R., MULTON2 1 F., ARNALDI1 B.: Morphology-independent representation of motions for interactive human-like animation. *Computer Graphics Forum* 24, 3 (2005), 343–351. CGFv24i3pp343-351:2005
- [228] KUNIMATSU A., WATANABE Y., FUJII H., SAITO T., HIWADA K., TAKAHASHI T., UEKI H.: Fast simulation and rendering techniques for fluid objects. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Kunimatsu:2001:FSA
- [229] LABSIK U., GREINER G.: Interpolatory sqrt(3)-subdivision. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055. Labsik:2000:I3S
- [230] LAINE S., AILA T.: Hierarchical Penumbra Casting. *Computer Graphics Forum* 24, 3 (2005), 313–322. CGFv24i3pp313-322:2005
- [231] LAMARCHE F., DONIKIAN S.: Crowd of Virtual Humans: a New Approach for Real Time Navigation in Complex and Structured Environments. *Computer Graphics Forum* 23, 3 (2004), 509–518. CGFv23i3pp509-518:2004
- [232] LANE J. R. T., LALIOTI V.: Reflective interaction in virtual environments. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Lane:2001:RII
- [233] LAO Z., LI L.: Video-based approach to human animation. *Computer Graphics Forum* 19, 3 (August 2000), 401–410. ISSN 1067-7055. Lao:2000:VAT
- [234] LARAMEE R. S., HAUSER H., DOLEISCH H., VROLIJK B., POST F. H., WEISKOPF D.: The State of the Art in Flow Visualization: Dense and Texture-Based Techniques. *Computer Graphics Forum* 23, 2 (2004), 203–221. CGFv23i2pp203-221:2004
- [235] LASZLO J., NEFF M., SINGH+ K.: Predictive Feedback for Interactive Control of Physics-based Characters. *Computer Graphics Forum* 24, 3 (2005), 257–265. CGFv24i3pp257-265:2005
- [236] LAYCOCK S., LAYCOCK R., DAY A.: Siggraph 2005 Los Angeles, California, 31st July-4th August 2005. *Computer Graphics Forum* 24, 4 (2005), 849–850. CGFv24i4pp849-850:2005
- [237] LAYCOCK S. D., DAY A. M.: Recent developments and applications of haptic devices. *Computer Graphics Forum* 22, 2 (2003), 117–117. Laycock:2003:RDA
- [238] LAYCOCK S. D., LAYCOCK R. G.: Siggraph 2002. *Computer Graphics Forum* 21, 4 (2002), 805–805. Laycock:2002:SIG
- [239] LEE H., ALLIEZ P., DESBRUN M.: Angle-analyzer: A triangle-quad mesh codec. *Computer Graphics Forum* 21, 3 (2002), 383–383. Lee:2002:AAA
- [240] LEE+ H.-C., LEE I.-K.: Automatic Synchronization of Background Music and Motion in Computer Animation. *Computer Graphics Forum* 24, 3 (2005), 353–361. CGFv24i3pp353-361:2005
- [241] LEE S. C., JUNG S. K., NEVATIA R.: Automatic integration of facade textures into 3D building models with a projective geometry based line clustering. *Computer Graphics Forum* 21, 3 (2002), 511–511. Lee:2002:AIO
- [242] LEE W., GU J., MAGNENAT-THALMANN N.: Generating animatable 3D virtual humans from photographs. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055. Lee:2000:GA3
- [243] LEE Y., LEE S.: Geometric snakes for triangular meshes. *Computer Graphics Forum* 21, 3 (2002), 229–229. Lee:2002:GSF
- [244] LENSCHE H. P., GOESELE M., BEKAERT P., KAUTZ J., MAGNOR M. A., LANG J., SEIDEL H.-P.: Interactive rendering of translucent objects. *Computer Graphics Forum* 22, 2 (2003), 195–195. Lensch:2003:IRO
- [245] LENSCHE H. P., LANG J., SA A. M., SEIDEL H.-P.: Planned sampling of spatially varying brdfs. *Computer Graphics Forum* 22, 3 (2003), 473–473. Lensch:2003:PSO
- [246] LI G., MA W., BAO H.: A New Interpolatory Subdivision for Quadrilateral Meshes. *Computer Graphics Forum* 24, 1 (2005), 3–16. CGFv24i1pp003-016:2005

- [247] LI M., MAGNOR M., SEIDEL H.-P.: Hardware-Accelerated Rendering of Photo Hulls. *Computer Graphics Forum* 23, 3 (2004), 635–642.
- [248] LI Q., WILLS D., PHILLIPS R., VIANT W. J., GRIFFITHS J. G., WARD J.: Implicit Fitting Using Radial Basis Functions with Ellipsoid Constraint. *Computer Graphics Forum* 23, 1 (2004), 55–69.
- [249] LI X., LU D., PAN Y.: Virtual dunhuang mural restoration system in collaborative network environment. *Computer Graphics Forum* 19, 3 (August 2000), 331–340. ISSN 1067-7055.
- [250] LI Y., BRODLIE K.: Soft object modelling with generalised chainmail - extending the boundaries of web-based graphics. *Computer Graphics Forum* 22, 4 (2003).
- [251] LIU X., BAO H., HENG P., WONG T., PENG Q.: Constrained fairing for meshes. *Computer Graphics Forum* 20, 2 (2001), 115–124. ISSN 1067-7055.
- [252] LIU Y. K., ZALIK B., YANG H.: An Integer One-Pass Algorithm for Voxel Traversal. *Computer Graphics Forum* 23, 2 (2004), 167–172.
- [253] MAILLOT J.: Real time local approximation of deformations using rotations. *Computer Graphics Forum* 19, 3 (August 2000), 427–436. ISSN 1067-7055.
- [254] MAILLOT J., STAM J.: A unified subdivision scheme for polygonal modeling. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [255] MAJUMDER A., GOPI M.: Modeling Color Properties of Tiled Displays. *Computer Graphics Forum* 24, 2 (2005), 149–163.
- [256] MARCHAND E., CHAUMETTE F.: Virtual visual servoing: a framework for real-time augmented reality. *Computer Graphics Forum* 21, 3 (2002), 289–289.
- [257] MARCOS A., BRUNET P., JORGE J., REGINCOS J.: 1st ibero-american symposium in computer graphics. *Computer Graphics Forum* 21, 4 (2002), 811–811.
- [258] MARINOV M., KOBELT L.: Automatic Generation of Structure Preserving Multiresolution Models. *Computer Graphics Forum* 24, 3 (2005), 479–486.
- [259] MARTIN D., FEKETE J., TORRES J. C.: Flattening 3D objects using silhouettes. *Computer Graphics Forum* 21, 3 (2002), 239–239.
- [260] MASSO J. P. M., LOPEZ P. G.: Automatic hybrid hierarchy creation: a cost-model based approach. *Computer Graphics Forum* 22, 1 (2003), 5–5.
- [261] MATSUOKA H., TAKEUCHI T., KITAZAWA H., ONOZAWA A.: Representation of pseudo inter-reflection and transparency by considering characteristics of human vision. *Computer Graphics Forum* 21, 3 (2002), 503–503.
- [262] MAX N.: First international symposium on 3DPVT 2002. *Computer Graphics Forum* 21, 4 (2002), 814–814.
- [263] MAY J.: Perceptual principles and computer graphics. *Computer Graphics Forum* 19, 4 (December 2000), 271–279. ISSN 1067-7055.
- [264] MCNEILL M., SAYERS H., WILSON S., MC KEVITT P.: A spoken dialogue system for navigation in non-immersive virtual environments. *Computer Graphics Forum* 21, 4 (2002), 713–713.
- [265] MEI C., POPESCU V., SACKS E.: The Occlusion Camera. *Computer Graphics Forum* 24, 3 (2005), 335–342.
- [266] MEI C., SHI J., WU F.: Rendering with Spherical Radiance Transport Maps. *Computer Graphics Forum* 23, 3 (2004), 281–290.
- [267] MERTENS T., KAUTZ J., BEKAERT P., VAN REETH F., SEIDEL H.-P.: Efficient Rendering of Local Subsurface Scattering. *Computer Graphics Forum* 24, 1 (2005), 41–49.
- [268] MIN P., FUNKHOUSER T.: Priority-driven acoustic modeling for virtual environments. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055.
- [269] MIZUNO S., KASAURA T., OKOUCHI T., YAMAMOTO S., OKADA M., TORIWAKI J.: Automatic generation of virtual woodblocks and multicolor woodblock printing. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055.
- [270] MONZANI J.-S., BAERLOCHER P., BOULIC R., THALMANN D.: Using an intermediate skeleton and inverse kinematics for motion retargeting. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055.
- [271] MONZANI J.-S., CAICEDO A., THALMANN D.: Integrating behavioural animation techniques. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [272] MORA B., EVERET D. S.: Instant Volumetric Understanding with Order-Independent Volume Rendering. *Computer Graphics Forum* 23, 3 (2004), 489–497.

- [273] MORA B., JESSEL J. P., CAUBET R.: Visualization of isosurfaces with parametric cubes. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [274] MROZ L., HAUSER H., GRÖLLER E.: Interactive high-quality maximum intensity projection. *Computer Graphics Forum* 19, 3 (August 2000), 341–350. ISSN 1067-7055.
- [275] MULLER G., MESETH J., SATTLER M., SARLETTE R., KLEIN R.: Acquisition, Synthesis, and Rendering of Bidirectional Texture Functions. *Computer Graphics Forum* 24, 1 (2005), 83–109.
- [276] MÜLLER G., SCHÄFER S., FELLNER D. W.: Automatic creation of object hierarchies for radiosity clustering. *Computer Graphics Forum* 19, 4 (December 2000), 213–221. ISSN 1067-7055.
- [277] MÜLLER K., HAVEMANN S.: Subdivision surface tessellation on the fly using a versatile mesh data structure. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055.
- [278] MÜLLER K., TECHMANN T., FELLNER D.: Adaptive ray tracing of subdivision surfaces. *Computer Graphics Forum* 22, 3 (2003), 553–553.
- [279] MUSETH K., BREEN D. E., WHITAKER R. T., MAUCH S., JOHNSON D.: Algorithms for Interactive Editing of Level Set Models. *Computer Graphics Forum* 24, 4 (2005), 821–841.
- [280] NA K., JUNG M.: Hierarchical Retargetting of Fine Facial Motions. *Computer Graphics Forum* 23, 3 (2004), 687–695.
- [281] NASRI A. H.: Interpolating an unlimited number of curves meeting at extraordinary points on subdivision surfaces. *Computer Graphics Forum* 22, 1 (2003), 87–87.
- [282] NAVAZO I., ROSSIGNAC J., JOU J., SHARIFF R.: Shieldtester: Cell-to-cell visibility test for surface occluders. *Computer Graphics Forum* 22, 3 (2003), 291–291.
- [283] NEBEL J.-C.: Realistic collision avoidance of upper limbs based on neuroscience models. *Computer Graphics Forum* 19, 3 (August 2000), 219–228. ISSN 1067-7055.
- [284] NEUMANN L., CSÉBFALVI B., KÖNIG A., GRÖLLER E.: Gradient estimation in volume data using 4D linear regression. *Computer Graphics Forum* 19, 3 (August 2000), 351–358. ISSN 1067-7055.
- [285] NEVE P. D., DENECKER K., PHILIPS W., LEMAHIEU I.: An advanced color representation for lossy compression of CMYK prepress images. *Computer Graphics Forum* 19, 1 (March 2000), 3–12. ISSN 1067-7055.
- [286] NGUYEN K. G., SAUPE D.: Rapid high quality compression of volume data for visualization. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [287] NICOLL A., MESETH J., MULLER G., KLEIN R.: Fractional Fourier Texture Masks: Guiding Near-Regular Texture Synthesis. *Computer Graphics Forum* 24, 3 (2005), 569–579.
- [288] NIEDERBERGER C., GROSS M.: Hierarchical and heterogenous reactive agents for real-time applications. *Computer Graphics Forum* 22, 3 (2003), 323–323.
- [289] NONATO L., MINGHIM R., OLIVEIRA M. C. F., TAVARES G.: A novel approach for delaunay 3D reconstruction with a comparative analysis in the light of applications. *Computer Graphics Forum* 20, 2 (2001), 161–171. ISSN 1067-7055.
- [290] O’HARA N.: Hierarchical impostors for the flocking algorithm in 3D. *Computer Graphics Forum* 21, 4 (2002), 723–723.
- [291] OHBUCHI R., MUKAIYAMA A., TAKAHASHI S.: A frequency-domain approach to watermarking 3D shapes. *Computer Graphics Forum* 21, 3 (2002), 373–373.
- [292] OHTAKE Y., BELYAEV A. G.: Mesh optimization for polygonized isosurfaces. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [293] OKABE M., OWADA S., IGARASHI T.: Interactive Design of Botanical Trees using Freehand Sketches and Example-based Editing. *Computer Graphics Forum* 24, 3 (2005), 487–496.
- [294] ONOUE K., NISHITA T.: An Interactive Deformation System for Granular Material. *Computer Graphics Forum* 24, 1 (2005), 51–60.
- [295] OORE S., TERZOPoulos D., HINTON G.: Local physical models for interactive character animation. *Computer Graphics Forum* 21, 3 (2002), 337–337.
- [296] OSHITA M., MAKINOUCHI A.: A dynamic motion control technique for human-like articulated figures. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [297] O’SULLIVAN C.: Eurographics ireland 2002 workshop. *Computer Graphics Forum* 21, 4 (2002), 808–808.
- [298] O’SULLIVAN C., CASSELL J., VILHJALMSSON H., DINGLIANA J., DOBBYN S., MCNAMEE B., PETERS C., GIANG T.: Levels of detail for crowds and groups. *Computer Graphics Forum* 21, 4 (2002), 733–733.

- [299] PAI D. K.: STRANDS: Interactive simulation of thin solids using cosserat models. *Computer Graphics Forum* 21, 3 (2002), 347–347. Pai:2002:SIS
- [300] PASCUCCI V.: Slow growing subdivision (sgs) in any dimension: Towards removing the curse of dimensionality. *Computer Graphics Forum* 21, 3 (2002), 451–451. Pascucci:2002:SGS
- [301] PATANE G., SPAGNUOLO M., FALCIDIENO B.: Para-Graph: Graph-Based Parameterization of Triangle Meshes with Arbitrary Genus. *Computer Graphics Forum* 23, 4 (2004), 783–797. CGFv23i4pp783-797:2004
- [302] PATERSON J. A., CLAUS D., FITZGIBBON A. W.: BRDF and geometry capture from extended inhomogeneous samples using flash photography. *Computer Graphics Forum* 24, 3 (2005), 383–391. CGFv24i3pp383-391:2005
- [303] PATOW G., PUEYO X.: A survey of inverse rendering problems. *Computer Graphics Forum* 22, 4 (2003). Patow:2003:ASO
- [304] PATOW G., PUEYO X.: A Survey of Inverse Surface Design From Light Transport Behavior Specification. *Computer Graphics Forum* 24, 4 (2005), 773–789. CGFv24i4pp773-789:2005
- [305] PAULY M., KEISER R., GROSS M.: Multi-scale feature extraction on point-sampled surfaces. *Computer Graphics Forum* 22, 3 (2003), 281–281. Pauly:2003:MSF
- [306] PETERS C., O’SULLIVAN C.: Synthetic vision and memory for autonomous virtual humans. *Computer Graphics Forum* 21, 4 (2002), 743–743. Peters:2002:SVA
- [307] PINGI1 P., FASANO2 A., CIGNONI2 P., MONTANI2 C., SCOPIGNO2 R.: Exploiting the scanning sequence for automatic registration of large sets of range maps. *Computer Graphics Forum* 24, 3 (2005), 517–526. CGFv24i3pp517-526:2005
- [308] PLATINGS M., DAY A. M.: Compression of Large-Scale Terrain Data for Real-Time Visualization Using a Tiled Quad Tree. *Computer Graphics Forum* 23, 4 (2004), 741–759. CGFv23i4pp741-759:2004
- [309] PLATIS N., THEOHARIS T.: Progressive hulls for intersection applications. *Computer Graphics Forum* 22, 2 (2003), 107–107. Platis:2003:PHF
- [310] POST F. H., VROLIJK B., HAUSER H., LARAMEE R. S., DOLEISCH H.: The state of the art in flow visualisation: Feature extraction and tracking. *Computer Graphics Forum* 22, 4 (2003). Post:2003:TSO
- [311] PREMZOE S., TASDIZEN T., BIGLER J., LEFOHN A., WHITAKER R. T.: Particle-based simulation of fluids. *Computer Graphics Forum* 22, 3 (2003), 401–401. Premzoe:2003:PBS
- [312] PRITCHARD D., HEIDRICH W.: Cloth motion capture. *Computer Graphics Forum* 22, 3 (2003), 263–263. Pritchard:2003:CMC
- [313] PURGATHOFER W.: Open issues in photo-realistic rendering. *Computer Graphics Forum* 22, 3 (2003), xix–xix. Purgathofer:2003:OII
- [314] QIN X., NAKAMAE E., TADAMURA K., NAGAI Y.: Fast photo-realistic rendering of trees in daylight. *Computer Graphics Forum* 22, 3 (2003), 243–243. Qin:2003:FPR
- [315] RAFFIN B.: 2004 Eurographics Symposium on Parallel Graphics and Visualization. *Computer Graphics Forum* 24, 1 (2005), 133–133. CGFv24i1pp133-133:2005
- [316] RASCHE K., GEIST R., WESTALL + J.: Re-coloring Images for Gamuts of Lower Dimension. *Computer Graphics Forum* 24, 3 (2005), 423–432. CGFv24i3pp423-432:2005
- [317] RASKAR R., BAAR J., WILLWACHER T., RAO S.: Quadric Transfer for Immersive Curved Screen Displays. *Computer Graphics Forum* 23, 3 (2004), 451–460. CGFv23i3pp451-460:2004
- [318] REDON S., KHEDDAR A., COQUILLART S.: Fast continuous collision detection between rigid bodies. *Computer Graphics Forum* 21, 3 (2002), 279–279. Redon:2002:FCC
- [319] REINDERS F., SADARJOEN I. A., VROLIJK B., POST F. H.: Vortex tracking and visualisation in a flow past a tapered cylinder. *Computer Graphics Forum* 21, 4 (2002), 675–675. Reinders:2002:VTA
- [320] REINHARD E.: Fourth eurographics workshop on parallel graphics and visualisation. *Computer Graphics Forum* 22, 2 (2003), 218–218. Reinhard:2003:FEW
- [321] REISSELL L. M., PAI D. K.: Modeling stochastic dynamical systems for interactive simulation. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Reissell:2001:MSD
- [322] REN L., PFISTER H., ZWICKER M.: Object space EWA surface splatting: A hardware accelerated approach to high quality point rendering. *Computer Graphics Forum* 21, 3 (2002), 461–461. Ren:2002:OSE
- [323] RIEGER T., BRAUN N.: Narrative use of sign language by a virtual character for the hearing impaired. *Computer Graphics Forum* 22, 3 (2003), 651–651. Rieger:2003:NUO
- [324] ROCCHINI C., CIGNONI P., MONTANI C., PINGI P., SCOPIGNO R.: A low cost 3D scanner based on structured light. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Rocchini:2001:ALC
- [325] ROTH S. H. M., DIEZI P., GROSS M. H.: Ray tracing triangular b閦ier patches. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Roth:2001:RTT

- [326] RUDOLF D., MOULD D., NEUFELD E.: A Bidirectional Deposition Model of Wax Crayons. *Computer Graphics Forum* 24, 1 (2005), 27–39.
- [327] RUDOLF M. J., RACZKOWSKI J.: Modeling the motion of dense smoke in the wind field. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055.
- [328] RUSHMEIER H.: Rendering: Input and output. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [329] RUSHMEIER H., BALMELLI L., BERNARDINI F.: Horizon map capture. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [330] RUTTKAY Z., NOOT H., TEN HAGEN P.: Emotion disc and emotion squares: Tools to explore the facial expression space. *Computer Graphics Forum* 22, 1 (2003), 49–49.
- [331] RYDER G., DAY A. M.: Survey of Real-Time Rendering Techniques for Crowds. *Computer Graphics Forum* 24, 2 (2005), 203–215.
- [332] SAMAVATI F., MAHDAVI-AMIRI N., BARTELS R.: Multiresolution surfaces having arbitrary topologies by a reverse doo subdivision method. *Computer Graphics Forum* 21, 2 (2002), 121–121.
- [333] SBERT M., SZECSEI L., SZIRMAY-KALOS L.: Real-time Light Animation. *Computer Graphics Forum* 23, 3 (2004), 291–299.
- [334] SCHAEFER S., WARREN J.: Dual Marching Cubes: Primal Contouring of Dual Grids. *Computer Graphics Forum* 24, 2 (2005), 195–201.
- [335] SCHEEL A.: Eurographics 2002. *Computer Graphics Forum* 21, 4 (2002), 803–803.
- [336] SCHEEL A., STAMMINGER M., SEIDEL H.-P.: Tone reproduction for interactive walkthroughs. *Computer Graphics Forum* 19, 3 (August 2000), 301–312. ISSN 1067-7055.
- [337] SCHEEL A., STAMMINGER M., SEIDEL H.-P.: Grid based final gather for radiosity on complex clustered scenes. *Computer Graphics Forum* 21, 3 (2002), 547–547.
- [338] SCHEIB V., HABER J., LIN M. C., SEIDEL H.-P.: Efficient fitting and rendering of large scattered data sets using subdivision surfaces. *Computer Graphics Forum* 21, 3 (2002), 353–353.
- [339] SCHEIDECKER C. E., COMBA J. L. D., DA CUNHA R. D.: Practical CFD Simulations on Programmable Graphics Hardware using SMAC. *Computer Graphics Forum* 24, 4 (2005), 715–728.
- [340] SCHEIN S., ELBER G.: Placement of Deformable Objects. *Computer Graphics Forum* 23, 4 (2004), 727–739.
- [341] SCHIRMACHER H., MING L., SEIDEL H.-P.: On-the-fly processing of generalized lumigraphs. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [342] SCHLECHTWEG S., GERMER T., STROTHOTTE T.: RenderBots;Multi-Agent Systems for Direct Image Generation. *Computer Graphics Forum* 24, 2 (2005), 137–148.
- [343] SCHNEIDER U.: A hybrid approach for stroke-based letterform composition including outline-based methods. *Computer Graphics Forum* 19, 4 (December 2000), 243–256. ISSN 1067-7055.
- [344] SCHOLZ1 V., STICH1 T., KECKEISEN2 M., WACKER2 M., MAGNOR1 M.: Garment Motion Capture Using Color-Coded Patterns. *Computer Graphics Forum* 24, 3 (2005), 439–447.
- [345] SCHONER J. L., LANG J., SEIDEL H.-P.: Measurement-Based Interactive Simulation of Viscoelastic Solids. *Computer Graphics Forum* 23, 3 (2004), 547–556.
- [346] SCHREGLER R.: Bias compensation for photon maps. *Computer Graphics Forum* 22, 4 (2003).
- [347] SCHREGLER R., WIENOLD J.: Physical Validation of Global Illumination Methods: Measurement and Error Analysis. *Computer Graphics Forum* 23, 4 (2004), 761–781.
- [348] SCOPIGNO R.: 3D scanning technology: Capabilities and issues. *Computer Graphics Forum* 21, 3 (2002), xix–xix.
- [349] SERPAGGI X., PÉROCHE B.: An adaptive method for indirect illumination using light vectors. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [350] SETLUR V., ALBRECHT-BUEHLER C., A. GOOCH A., ROSSOFF S., GOOCH B.: Semanticons: Visual Metaphors as File Icons. *Computer Graphics Forum* 24, 3 (2005), 647–656.
- [351] SHACKED R., LISCHINSKI D.: Automatic lighting design using a perceptual quality metric. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055.
- [352] SHESH A., CHEN B.: SMARTPAPER: An Interactive and User Friendly Sketching System. *Computer Graphics Forum* 23, 3 (2004), 301–310.
- [353] SHLAFMAN S., TAL A., KATZ S.: Metamorphosis of polyhedral surfaces using decomposition. *Computer Graphics Forum* 21, 3 (2002), 219–219.
- [354] SMITH J., WITKIN A., BARAFF D.: Fast and controllable simulation of the shattering of brittle objects. *Computer Graphics Forum* 20, 2 (2001), 81–91. ISSN 1067-7055.

- [355] SMITH S. P., DUKE D. J.: Binding virtual environments to toolkit capabilities. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055.
- [356] SMYK12 M., KINUWAKI3 S.-I., URIKOVIC4 R., MYSZKOWSKI1 K.: Temporally Coherent Irradiance Caching for High Quality Animation Rendering. *Computer Graphics Forum* 24, 3 (2005), 401–412. CGFv24i3pp401-412:2005
- [357] SOUSA M. C., BUCHANAN J. W.: Observational models of graphite pencil materials. *Computer Graphics Forum* 19, 1 (March 2000), 27–49. ISSN 1067-7055.
- [358] SOUSA M. C., FOSTER K., WYVILL B., SAMAVATI F.: Precise ink drawing of 3D models. *Computer Graphics Forum* 22, 3 (2003), 369–369. Sousa:2003:PID
- [359] SOUSA M. C., PRUSINKIEWICZ P.: A few good lines: Suggestive drawing of 3D models. *Computer Graphics Forum* 22, 3 (2003), 381–381. Sousa:2003:AFG
- [360] SOUTHERN R., GAIN J.: Creation and control of real-time continuous level of detail on programmable graphics hardware. *Computer Graphics Forum* 22, 1 (2003), 35–35. Southern:2003:CAC
- [361] STAADT O. G., NÄF M., LAMBORAY E., WÜRMLIN S.: JAPE: A prototyping system for collaborative virtual environments. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Staadt:2001:JAP
- [362] STAM J., LOOP C.: Quad/triangle subdivision. *Computer Graphics Forum* 22, 1 (2003), 79–79. Stam:2003:QTS
- [363] STAMMINGER M., SCHEEL A., GRANIER X., PEREZ-CAZORLA F., DRETTAKIS G., SILLION F. X.: Efficient glossy global illumination with interactive viewing. *Computer Graphics Forum* 19, 1 (March 2000), 13–25. ISSN 1067-7055. Stamminger:2000:EGG
- [364] STEINKE1 F., SCHOLKOPF1 B., BLANZ2 V.: Support Vector Machines for 3D Shape Processing. *Computer Graphics Forum* 24, 3 (2005), 285–294. CGFv24i3pp285-294:2005
- [365] STREIT L., FEDERL P., SOUSA + M.: Modelling Plant Variation Through Growth. *Computer Graphics Forum* 24, 3 (2005), 497–506. CGFv24i3pp497-506:2005
- [366] STREIT L., HEIDRICH W.: A biologically-parameterized feather model. *Computer Graphics Forum* 21, 3 (2002), 565–565. Streit:2002:ABP
- [367] STRNAD D., GUID N.: Modeling Trees with Hypertextures. *Computer Graphics Forum* 23, 2 (2004), 173–187. CGFv23i2pp173-187:2004
- [368] SU D., WILLIS P.: Image Interpolation by Pixel-Level Data-Dependent Triangulation. *Computer Graphics Forum* 23, 2 (2004), 189–201. CGFv23i2pp189-201:2004
- [369] SUD A., OTADUY M. A., MANOCHA D.: DiFi: Fast 3D Distance Field Computation Using Graphics Hardware. *Computer Graphics Forum* 23, 3 (2004), 557–566. CGFv23i3pp557-566:2004
- [370] SUNG M., GLEICHER M., CHENNEY S.: Scalable behaviors for crowd simulation. *Computer Graphics Forum* 23, 3 (2004), 519–528. CGFv23i3pp519-528:2004
- [371] SURAZHSKY T., ELBER G.: Artistic surface rendering using layout of text. *Computer Graphics Forum* 21, 2 (2002), 99–99. Surazhsky:2002:ASR
- [372] SURAZHSKY T., ELBER G.: Erratum: Artistic surface rendering using layout of text. *Computer Graphics Forum* 21, 4 (2002), 801–801. Surazhsky:2002:ERR
- [373] SUYKENS F., BERGE K., LAGAE A., DUTRE P.: Interactive rendering with bidirectional texture functions. *Computer Graphics Forum* 22, 3 (2003), 463–463. Suykens:2003:IRW
- [374] SZECSI L., SBERT M., SZIRIMAY-KALOS L.: Combined Correlated and Importance Sampling in Direct Light Source Computation and Environment Mapping. *Computer Graphics Forum* 23, 3 (2004), 585–593. CGFv23i3pp585-593:2004
- [375] SZIRIMAY-KALOS L., ASZODI B., LAZANYI I., PREMECZ M.: Approximate Ray-Tracing on the GPU with Distance Impostors. *Computer Graphics Forum* 24, 3 (2005), 695–704. CGFv24i3pp695-704:2005
- [376] SZIRIMAY-KALOS L., CSONKA F., ANTAL G.: Global illumination as a combination of continuous random walk and finite-element based iteration. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Szirmay-Kalos:2001:GIA
- [377] TAI C.-L., ZHANG H., FONG J. C.-K.: Prototype Modeling from Sketched Silhouettes based on Convolution Surfaces. *Computer Graphics Forum* 23, 1 (2004), 71–83. CGFv23i1pp071-083:2004
- [378] TAK S., YOUNG SONG O., KO H.-S.: Motion balance filtering. *Computer Graphics Forum* 19, 3 (August 2000), 437–446. ISSN 1067-7055. Tak:2000:MBF
- [379] TAKAHASHI S., OHTA N., NAKAMURA H., TAKESHIMA Y., FUJISHIRO I.: Modeling surperspective projection of landscapes for geographical guide-map generation. *Computer Graphics Forum* 21, 3 (2002), 259–259. Takahashi:2002:MSP
- [380] TAKAHASHI T., FUJII H., KUNIMATSU A., HIWADA K., SAITO T., TANAKA K., UEKI H.: Realistic animation of fluid with splash and foam. *Computer Graphics Forum* 22, 3 (2003), 391–391. Takahashi:2003:RAO

- [381] TANAKA S., SHIBATA A., YAMAMOTO H., KOTSURU H.: Generalized stochastic sampling method for visualization and investigation of implicit surfaces. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Tanaka:2001:GSS
- [382] TARINI M., CIGNONI P., ROCCHINI C., SCOPIGNO R.: Real time, accurate, multi-featured rendering of bump mapped surfaces. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055. Tarini:2000:RTA
- [383] TARINI M., CIGNONI P.: Pinchmaps: textures with customizable discontinuities. *Computer Graphics Forum* 24, 3 (2005), 557–568. CGFv24i3pp557-568:2005
- [384] TARRIN N., COQUILLART S., HASEGAWA S., BOUGUILA L., SATO M.: The stringed haptic workbench: a new haptic workbench solution. *Computer Graphics Forum* 22, 3 (2003), 583–583. Tarrin:2003:TSH
- [385] TASAKI D., MIZUNO S., OKADA M.: Virtual Drypoint by a Model-driven Strategy. *Computer Graphics Forum* 23, 3 (2004), 431–440. CGFv23i3pp431-440:2004
- [386] TECCHIA F., LOSCOS C., CHRYSANTHOU Y.: Visualizing crowds in real-time. *Computer Graphics Forum* 21, 4 (2002), 753–753. Tecchia:2002:VCI
- [387] TELER E., LISCHINSKI D.: Streaming of complex 3D scenes for remote walkthroughs. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Teler:2001:SOC
- [388] TERZOPoulos D.: Artificial animals and humans: From physics to intelligence. *Computer Graphics Forum* 21, 3 (2002), xvii–xvii. Terzopoulos:2002:AAA
- [389] TESCHNER M., KIMMERLE S., HEIDELBERGER B., ZACHMANN G., RAGHUPATHI L., FUHRMANN A., CANI M.-P., FAURE F., MAGNENAT-THALMANN N., STRASSER W., VOLINO P.: Collision Detection for Deformable Objects. *Computer Graphics Forum* 24, 1 (2005), 61–81. CGFv24i1pp061-081:2005
- [390] THEISEL H.: Designing 2D vector fields of arbitrary topology. *Computer Graphics Forum* 21, 3 (2002), 595–595. Theisel:2002:D2D
- [391] THEISEL H.: Exact isosurfaces for marching cubes. *Computer Graphics Forum* 21, 1 (2002), 19–19. Theisel:2002:EIM
- [392] THEISEL H., ROSSL C., SEIDEL H.-P.: Compression of 2D vector fields under guaranteed topology preservation. *Computer Graphics Forum* 22, 3 (2003), 333–333. Theisel:2003:C2D
- [393] THOMAS G., DONIKIAN S.: Modelling virtual cities dedicated to behavioural animation. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055. Thomas:2000:MVC
- [394] THÜRMER G.: Smoothing normal vectors on discrete surfaces while preserving slope discontinuities. *Computer Graphics Forum* 20, 2 (2001), 103–113. ISSN 1067-7055. Thuermer:2001:SNV
- [395] TIDDEMAN B., STIRRAT M., PERRETT D.: Towards Realism in Facial Image Transformation: Results of a Wavelet MRF Method. *Computer Graphics Forum* 24, 3 (2005), 449–456. CGFv24i3pp449-456:2005
- [396] TRICOCHE X., SCHEUERMANN G., HAGEN H.: Tensor topology tracking: A visualization method for time-dependent 2D symmetric tensor fields. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Tricoche:2001:TTT
- [397] Ulicny B., Thalmann D.: Towards interactive real-time crowd behavior simulation. *Computer Graphics Forum* 21, 4 (2002), 767–767. Ulicny:2002:TIR
- [398] URTASUN R., GLARDON P., BOULIC R., THALMANN D., FUA P.: Style-Based Motion Synthesis. *Computer Graphics Forum* 23, 4 (2004), 799–812. CGFv23i4pp799-812:2004
- [399] VALETTE S., CHASSERY J.-M.: Approximated Centroidal Voronoi Diagrams for Uniform Polygonal Mesh Coarsening. *Computer Graphics Forum* 23, 3 (2004), 381–389. CGFv23i3pp381-389:2004
- [400] VASSILEV T., SPANLANG B., CHRYSANTHOU Y.: Fast cloth animation on walking avatars. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Vassilev:2001:FCA
- [401] VAZQUEZ P.-P., FEIXAS M., SBERT M., HEIDRICH W.: Automatic view selection using viewpoint entropy and its applications to image-based modelling. *Computer Graphics Forum* 22, 4 (2003). Vazquez:2003:AVS
- [402] VELHO L., GOMES J.: Variable resolution 4-k meshes: Concepts and applications. *Computer Graphics Forum* 19, 4 (December 2000), 195–212. ISSN 1067-7055. Velho:2000:VR4
- [403] VERYOVKA O., BUCHANAN J. W.: Texture-based dither matrices. *Computer Graphics Forum* 19, 1 (March 2000), 51–64. ISSN 1067-7055. Veryovka:2000:TDM
- [404] VIEIRA A. W., LEWINER T., VELHO L., LOPEZ H., TAVARES G.: Stellar Mesh Simplification Using Probabilistic Optimization. *Computer Graphics Forum* 23, 4 (2004), 825–838. CGFv23i4pp825-838:2004
- [405] VIEIRA M. B., MARTINS P. P., ARAUJO A. A., CORD M., PHILIPP-FOLIGUET S.: Smooth Surface Reconstruction Using Tensor Fields as Structuring Elements. *Computer Graphics Forum* 23, 4 (2004), 813–823. CGFv23i4pp813-823:2004
- [406] VILBRANDT C., PASKO G., PASKO A., FAYOLLE P.-A., VILBRANDT T., GOODWIN J. R., GOODWIN J. M., KUNII T. L.: Cultural Heritage Preservation Using Constructive Shape Modeling. *Computer Graphics Forum* 23, 1 (2004), 25–41. CGFv23i1pp025-041:2004

- [407] VINAYAGAMOORTHY V., GARAU M., STEED A., SLATER M.: An Eye Gaze Model for Dyadic Interaction in an Immersive Virtual Environment: Practice and Experience. *Computer Graphics Forum* 23, 1 (2004), 1–11. CGFv23i1pp001-011:2004
- [408] VORSATZ J., RÖSSL C., KOBBELT L. P., SEIDEL H.-P.: Feature sensitive remeshing. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Vorsatz:2001:FSR
- [409] WALD I., GÜNTHER J., SLUSALLEK P.: Balancing Considered Harmful - Faster Photon Mapping using the Voxel Volume Heuristic -. *Computer Graphics Forum* 23, 3 (2004), 595–603. CGFv23i3pp595-603:2004
- [410] WALD I., SLUSALLEK P., BENTHIN C., WAGNER M.: Interactive rendering with coherent ray tracing. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Wald:2001:IRW
- [411] WALTER B., PATTANAIK S. N., GREENBERG D. P.: Using perceptual texture masking for efficient image synthesis. *Computer Graphics Forum* 21, 3 (2002), 393–393. Walter:2002:UPT
- [412] WAND M., STRASSER W.: Multi-resolution rendering of complex animated scenes. *Computer Graphics Forum* 21, 3 (2002), 483–483. Wand:2002;MRR
- [413] WAND M., STRASSER W.: Real-time caustics. *Computer Graphics Forum* 22, 3 (2003), 611–611. Wand:2003:RTC
- [414] WANG C.-M., CHENG Y.-M.: An Efficient Information Hiding Algorithm for Polygon Models. *Computer Graphics Forum* 24, 3 (2005), 591–600. CGFv24i3pp591-600:2005
- [415] WANG J., OLIVEIRA M. M.: Improved scene reconstruction from range images. *Computer Graphics Forum* 21, 3 (2002), 521–521. Wang:2002:ISR
- [416] WANG S., HEIDRICH W.: The Design of an Inexpensive Very High Resolution Scan Camera System. *Computer Graphics Forum* 23, 3 (2004), 441–450. CGFv23i3pp441-450:2004
- [417] WANG Y., HUANG X., LEE C.-S., ZHANG S., LI Z., SAMARAS D., METAXAS D., ELGAMMAL A., HUANG P.: High Resolution Acquisition, Learning and Transfer of Dynamic 3-D Facial Expressions. *Computer Graphics Forum* 23, 3 (2004), 677–686. CGFv23i3pp677-686:2004
- [418] WATANABE K., BELYAEV A. G.: Detection of salient curvature features on polygonal surfaces. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Watanabe:2001:DOS
- [419] WAY D.-L., SHIH Z.-C.: The synthesis of rock textures in chinese landscape painting. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Way:2001:TSO
- [420] WEINKAUF T., THEISEL H., HEGE H.-C., SEIDEL H.-P.: Topological Construction and Visualization of Higher Order 3D Vector Fields. *Computer Graphics Forum* 23, 3 (2004), 469–478. CGFv23i3pp469-478:2004
- [421] WEISKOPF D.: Dye Advection Without the Blur: A Level-Set Approach for Texture-Based Visualization of Unsteady Flow. *Computer Graphics Forum* 23, 3 (2004), 479–488. CGFv23i3pp479-488:2004
- [422] WEISKOPF D., SCHAFHITZEL T., ERTL T.: GPU-Based Nonlinear Ray Tracing. *Computer Graphics Forum* 23, 3 (2004), 625–633. CGFv23i3pp625-633:2004
- [423] WESTERMANN R., REZK-SALAMA C.: Real-time volume deformations. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Westermann:2001:RVD
- [424] WICKE M., STEINEMANN D., GROSS M.: Efficient Animation of Point-Sampled Thin Shells. *Computer Graphics Forum* 24, 3 (2005), 667–676. CGFv24i3pp667-676:2005
- [425] WINNEMOLLER H., BANGAY S.: Geometric approximations towards free specular comic shading. *Computer Graphics Forum* 21, 3 (2002), 309–309. Winnemoller:2002:GAT
- [426] WINNEMOLLER H., MOHAN A., TUMBLIN J., GOOCH B.: Light Waving: Estimating Light Positions From Photographs Alone. *Computer Graphics Forum* 24, 3 (2005), 433–438. CGFv24i3pp433-438:2005
- [427] WINTER A. S., CHEN M.: Image-swept volumes. *Computer Graphics Forum* 21, 3 (2002), 441–441. Winter:2002:ISV
- [428] WOJDEL A., ROTHKRANTZ L. J. M.: Parametric Generation of Facial Expressions Based on FACS. *Computer Graphics Forum* 24, 4 (2005), 743–757. CGFv24i4pp743-757:2005
- [429] WONKA P., WIMMER M., SILLION F. X.: Instant visibility. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Wonka:2001:IV
- [430] WU J., KOBBELT L.: Optimized Sub-Sampling of Point Sets for Surface Splatting. *Computer Graphics Forum* 23, 3 (2004), 643–652. CGFv23i3pp643-652:2004
- [431] WU X., DOWNES M. S., GOKTEKIN T., TENDICK F.: Adaptive nonlinear finite elements for deformable body simulation using dynamic progressive meshes. *Computer Graphics Forum* 20, 3 (2001). ISSN 1067-7055. Wu:2001:ANF
- [432] WU X., PETERS J.: Interference Detection for Subdivision Surfaces. *Computer Graphics Forum* 23, 3 (2004), 577–584. CGFv23i3pp577-584:2004
- [433] WU LEIF KOBBELT J.: Structure Recovery via Hybrid Variational Surface Approximation. *Computer Graphics Forum* 24, 3 (2005), 277–284. CGFv24i3pp277-284:2005

- [434] WURMLIN S., LAMBORAY E., STAADT O. G., GROSS M. H.: 3D video recorder: a system for recording and playing free-viewpoint video. *Computer Graphics Forum* 22, 2 (2003), 181–181. Wurmlin:2003:3DV
- [435] XU S., LAU F. C., TANG F., PAN Y.: Advanced design for a realistic virtual brush. *Computer Graphics Forum* 22, 3 (2003), 533–533. Xu:2003:ADF
- [436] XU S., TANG M., LAU F., PAN Y.: A solid model based virtual hairy brush. *Computer Graphics Forum* 21, 3 (2002), 299–299. Xu:2002:ASM
- [437] YANG R., WELCH G., BISHOP G.: Real-time consensus-based scene reconstruction using commodity graphics hardware. *Computer Graphics Forum* 22, 2 (2003), 207–207. Yang:2003:RTC
- [438] YOON I., NEUMANN U.: Web-based remote rendering with IBRAC (image-based rendering acceleration and compression). *Computer Graphics Forum* 19, 3 (August 2000), 321–330. ISSN 1067-7055. Yoon:2000:WRR
- [439] ZANDER J., ISENBERG T., SCHLECHTWEG S., STROTHOTTE T.: High Quality Hatching. *Computer Graphics Forum* 23, 3 (2004), 421–430. CGFv23i3pp421-430:2004
- [440] ZAYER R., ROSSL C., KARNI Z., SEIDEL H.-P.: Harmonic Guidance for Surface Deformation. *Computer Graphics Forum* 24, 3 (2005), 601–609. CGFv24i3pp601-609:2005
- [441] ZELEZNIK B., HOLDEN L., CAPPS M., ABRAMS H., MILLER T.: Scene-graph-as-bus: Collaboration between heterogeneous stand-alone 3-d graphical applications. *Computer Graphics Forum* 19, 3 (August 2000). ISSN 1067-7055. Zeleznik:2000:SCB
- [442] ZHANG D., YUEN M.: A coherence-based collision detection method for dressed human simulation. *Computer Graphics Forum* 21, 1 (2002), 33–33. Zhang:2002:ACC
- [443] ZHANG H., QIU F., KAUFMAN A.: Fast Hybrid Approach for Texturing Point Models. *Computer Graphics Forum* 23, 4 (2004), 715–725. CGFv23i4pp715-725:2004
- [444] ZHANG J. J., YOU L. H.: Fast Surface Modelling Using a 6th Order PDE. *Computer Graphics Forum* 23, 3 (2004), 311–320. CGFv23i3pp311-320:2004
- [445] ZHANG Y., PRAKASH E. C., SUNG E.: Efficient modeling of an anatomy-based face and fast 3D facial expression synthesis. *Computer Graphics Forum* 22, 2 (2003), 159–159. Zhang:2003:EMO
- [446] ZHAO J., LI L., CHEE KEONG K.: 3D Posture Reconstruction and Human Animation from 2D Feature Points. *Computer Graphics Forum* 24, 4 (2005), 759–771. CGFv24i4pp759-771:2005