

References

- [1] ABELLANAS M., GARCIA J., HERNANDEZ G., HURTADO F., SERRA O., URRUTIA J.: Updating Polygonalizations. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 143–152. Held in Oxford, UK. Abellanas:1993:UP
- [2] ABI-EZZI S. S., SUBRAMANIAM S.: Fast Dynamic Tessellation of Trimmed NURBS Surfaces. *Computer Graphics Forum 13*, 3 (1994), 107–126. Abi-Ezzi:1994:FDT
- [3] ABI-EZZI S. S., WOZNÝ M. J.: Factoring a Homogeneous Transformation for a more Efficient Graphics Pipeline. *Computer Graphics Forum 9*, 3 (September 1990), 245–255. Abi-Ezzi:1990:FAH
- [4] ADELSON S. J., BENTLEY J. B., CHUNG I. S., HODGES L. F., WINOGRAD J.: Simultaneous Generation of Stereoscopic Views. *Computer Graphics Forum 10*, 1 (March 1991), 3–10. Adelson:1991:SGO
- [5] AGRAWAL A., REQUICHA A. A. G.: A Paradigm for the Robust Design of Algorithms for Geometric Modeling. *Computer Graphics Forum 13*, 3 (1994), 33–44. Agrawal:1994:APF
- [6] AHLERS K. H., KRAMER A., BREEN D. E., CHEVALIER P.-Y., CRAMPTON C., ROSE E., TUCERYAN M., WHITAKER R. T., GREER D.: Distributed Augmented Reality for Collaborative Design Applications. *Computer Graphics Forum 14*, 3 (August 1995), 3–14. ISSN 1067-7055. Ahlers:1995:DAR
- [7] AI Z., FRÖHLICH T.: Molecular Dynamics Simulation in Virtual Environments. *Computer Graphics Forum 17*, 3 (1998), 267–274. ISSN 1067-7055. Ai:1998:MDS
- [8] AKEO M., HASHIMOTO H., KOBAYASHI T., SHIBUSAWA T.: Computer Graphics System for Reproducing Three-dimensional Shape from Idea Sketch. *Computer Graphics Forum 13*, 3 (1994), 477–488. Akeo:1994:CGS
- [9] ALGORRI M.-E., SCHMITT F.: Mesh Simplification. *Computer Graphics Forum 15*, 3 (August 1996), 77–86. ISSN 1067-7055. Algorri:1996:MS
- [10] ALGORRI M.-E., SCHMITT F.: Surface Reconstruction from Unstructured 3D Data. *Computer Graphics Forum 15*, 1 (1996), 47–60. ISSN 0167-7055. Algorri:1996:SRF
- [11] ANDRÉS E., NEHLIG P., FRANÇON J.: Tunnel-Free Supercover 3D Polygons and Polyhedra. *Computer Graphics Forum 16*, 3 (August 1997), 3–14. ISSN 1067-7055. Andres:1997:TS3
- [12] ANDÚJAR C., AYALA D., BRUNET P., JOAN-ARINYO R., SOLÉ J.: Automatic Generation of Multiresolution Boundary Representations. *Computer Graphics Forum 15*, 3 (August 1996), 87–96. ISSN 1067-7055. Andujar:1996:AGO
- [13] ARAD M.: Isometric Texture Mapping for Free-Form Surfaces. *Computer Graphics Forum 16*, 5 (1997), 247–256. ISSN 1067-7055. Arad:1997:ITM
- [14] ARAD N.: Designing and Implementing a Grid-Distortion Mapping Based on Variational Principles. *Computer Graphics Forum 13*, 3 (1994), 259–270. Arad:1994:DAl
- [15] ARAD N., REISFELD D.: Image Warping Using Few Anchor Points and Radial Functions. *Computer Graphics Forum 14*, 1 (January 1994), 35–46. Arad:1994:IWU
- [16] ARBAB F.: Report on the Fourth Eurographics Workshop on Intelligent CAD. *Computer Graphics Forum 9*, 3 (September 1990), 283–284. ISSN 0178-2789. Arbab:1990:ROT
- [17] ARBAB F., HERMAN I., REYNOLDS G. J.: An Object Model for Multimedia Programming. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 101–113. Held in Oxford, UK. Arbab:1993:AOM
- [18] AREF W. G., SAMET H.: An Algorithm for Perspective Viewing of Objects Represented by Octrees. *Computer Graphics Forum 14*, 1 (January 1994), 59–66. Aref:1994:AAF
- [19] ARNOLD D.: EUROGRAPHICS '92: Cambridge, England - 7-11 September 1992. *Computer Graphics Forum 10*, 4 (December 1991), 367–372. Arnold:1991:E9C
- [20] ARNOLD D., DUCE D., SUTCLIFFE D.: Report on the EUROGRAPHICS / ARGOSI Workshop on Graphics and Networking. *Computer Graphics Forum 9*, 4 (December 1990), 385–387. Arnold:1990:ROT
- [21] ARQUES D., MICHELIN S.: A New Radiosity Approach for Regular Objects: Application to Ruled Surfaces. *Computer Graphics Forum 14*, 3 (August 1995), 299–310. ISSN 1067-7055. Arques:1995:ANR
- [22] AUBERT F., BECHMANN D.: Animation by Deformation of Space-Time Objects. *Computer Graphics Forum 16*, 3 (August 1997), 57–66. ISSN 1067-7055. Aubert:1997:ABD
- [23] AUSTEN M.: Report of the 9th Eurographics UK Conference. *Computer Graphics Forum 10*, 2 (June 1991), 179–180. Austen:1991:ROT
- [24] BAKKER M.: Parametric Surfaces in PHIGS PLUS: a New Chance for Patterning and Hatching? *Computer Graphics Forum 9*, 1 (March 1990), 3–8. Bakker:1990:PSI
- [25] BAKKER M.: At Last an ISO C Binding of GKS. *Computer Graphics Forum 10*, 3 (September 1991), 249–254. Bakker:1991:ALA
- [26] BAKKER M.: Triangle Sets in PHIGS PLUS: a Valuable Link with Finite Element Modeling. *Computer Graphics Forum 10*, 1 (March 1991), 61–65. Bakker:1991:TSI

- [27] BALAGUER J.-F., GOBBETTI E.: Sketching 3D Animations. *Computer Graphics Forum* 14, 3 (August 1995), 241–258. ISSN 1067-7055. Balaguer:1995:S3A
- [28] BANDI S., THALMANN D.: An Adaptive Spatial Subdivision of the Object Space for Fast Collision Detection of Animated Rigid Bodies. *Computer Graphics Forum* 14, 3 (August 1995), 259–270. ISSN 1067-7055. Bandi:1995:AAS
- [29] BANDI S., THALMANN D.: Space Discretization for Efficient Human Navigation. *Computer Graphics Forum* 17, 3 (1998), 195–206. ISSN 1067-7055. Bandi:1998:SDF
- [30] BANERJEE R. P. K., ROSSIGNAC J. R.: Topologically Exact Evaluation of Polyhedra Defined in CSG with Loose Primitives. *Computer Graphics Forum* 15, 4 (1996), 205–217. ISSN 0167-7055. Banerjee:1996:TEE
- [31] BAO H., PENG Q.: A Progressive Radiosity Algorithm for Scenes Containing Curved Surfaces. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 399–408. Held in Oxford, UK. Bao:1993:APR
- [32] BAO H., PENG Q.: Interactive 3D Morphing. *Computer Graphics Forum* 17, 3 (1998), 23–30. ISSN 1067-7055. Bao:1998:I3M
- [33] BAO H., YING J., PENG Q.: Shading with Curve Light Sources. *Computer Graphics Forum* 14, 3 (August 1995), 217–228. ISSN 1067-7055. Bao:1995:SWC
- [34] BARANOSKI G. V. G.: The Parametric Differential Method: An Alternative to the Calculation of Form Factors. *Computer Graphics Forum* 11, 3 (September 1992), 193–204. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Baranoski:1992:TPD
- [35] BARANOSKI G. V. G., ROKNE J. G.: An Algorithmic Reflectance and Transmittance Model for Plant Tissue. *Computer Graphics Forum* 16, 3 (August 1997), 141–150. ISSN 1067-7055. Baranoski:1997:AAR
- [36] BARBIC J., SPEGEL M.: Language for description of geometric configurations. *Computer Graphics Forum* 9, 1 (March 1990), 9–1. Barbic:1990:LFD
- [37] BAREQUET G., CHAZELLE B., GUIBAS L. J., MITCHELL J. S. B., TAL A.: BOXTREE: A Hierarchical Representation for Surfaces in 3D. *Computer Graphics Forum* 15, 3 (August 1996), 387–396. ISSN 1067-7055. Barequet:1996:BAH
- [38] BENEST I. D.: A Schematic Entry Drawing Capability in a Linearised Hypermedia System. *Computer Graphics Forum* 13, 5 (1994), 293–303. Benest:1994:ASE
- [39] BENFORD S., SNOWDON D., GREENHALGH C., INGRAM R., KNOX I., BROWN C.: VR-VIBE: A Virtual Environment for Co-operative Information Retrieval. *Computer Graphics Forum* 14, 3 (August 1995), 349–360. ISSN 1067-7055. Benford:1995:VAV
- [40] BERCOVIER M., VOLPIN O.: Energy Duality Methods for Piecewise Bézier Curve Construction. *Computer Graphics Forum* 15, 2 (1996), 143–154. ISSN 0167-7055. Bercovier:1996:EDM
- [41] BERGER M.-O., CHEVRIER C., SIMON G.: Compositing Computer and Video Image Sequences: Robust Algorithms for the Reconstruction of the Camera Parameters. *Computer Graphics Forum* 15, 3 (August 1996), 23–32. ISSN 1067-7055. Berger:1996:CCA
- [42] BEYLOT P., GINGINS P., KALRA P., THALMANN N., MAUREL W., THALMANN D., FASEL J.: 3D Interactive Topological Modeling using Visible Human Dataset. *Computer Graphics Forum* 15, 3 (August 1996), 33–44. ISSN 1067-7055. Beylot:1996:3IT
- [43] BHALLA N., BALASUNDARAM S.: Object-Oriented Data Modelling for Graphics Databases: a Declarative Approach. *Computer Graphics Forum* 10, 4 (December 1991), 297–308. Bhalla:1991:ODM
- [44] BIELSER D., MATWALD V. A., GROSS M. H.: Interactive Cuts through 3-Dimensional Soft Tissue. *Computer Graphics Forum* 18, 3 (September 1999), 31–38. ISSN 1067-7055. Bielser:1999:ICT
- [45] BITTAR E., TSINGOS N., GASCUEL M.-P.: Automatic Reconstruction of Unstructured 3D Data: Combining Medial Axis and Implicit Surfaces. *Computer Graphics Forum* 14, 3 (August 1995), 457–468. ISSN 1067-7055. Bittar:1995:ARO
- [46] BLASI P., SAËC B. L., SCHLICK C.: A Rendering Algorithm for Discrete Volume Density Objects. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 201–210. Held in Oxford, UK. Blasi:1993:ARA
- [47] BLOOMENTHAL J.: Bulge Elimination in Convolution Surfaces. *Computer Graphics Forum* 16, 1 (1997), 31–41. ISSN 0167-7055. Bloomenthal:1997:BEI
- [48] BORDEGONI M., HEMMJE M.: A Dynamic Gesture Language and Graphical Feedback for Interaction in a 3D User Interface. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 1–11. Held in Oxford, UK. Bordegoni:1993:ADG
- [49] BORDEUX C., BOULIC R., THALMANN D.: An Efficient and Flexible Perception Pipeline for Autonomous Agents. *Computer Graphics Forum* 18, 3 (September 1999), 23–30. ISSN 1067-7055. Bordeaux:1999:AEA
- [50] BOUATOUCH K.: Report on the EUROGRAPHICS Workshop on Photosimulation, Realism and Physics in Computer Graphics. *Computer Graphics Forum* 9, 4 (December 1990), 377–378. Bouatouch:1990:ROT

- [51] BOUATOUCH K., PATTANAIK S. N., ZEGHERS E.: Computation of Higher Order Illumination with a Non-Deterministic Approach. *Computer Graphics Forum* 15, 3 (August 1996), 327–338. ISSN 1067-7055. Bouatouch:1996:COH
- [52] BOULIC R., CAPIN T., HUANG Z., KALRA P., LINTERRNANN B., MAGNENAT-THALMANN N., MOCCOZET L., MOLET T., PANDZIC , SAAR K., SCHMITT A., SHEN J., THALMANN D.: The HUMANOID Environment for Interactive Animation of Multiple Deformable Human Characters. *Computer Graphics Forum* 14, 3 (August 1995), 337–348. ISSN 1067-7055. Boulic:1995:THE
- [53] BOURAS A., SHARIAT B., VANDORPE D.: A Simple Description of Complex Curves. *Computer Graphics Forum* 11, 3 (September 1992), 425–433. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Bouras:1992:ASD
- [54] BOVEY J. D.: A Browser for Large Directed Graphs. *Computer Graphics Forum* 9, 3 (September 1990), 195–204. Bovey:1990:ABF
- [55] BOYER V., BOURDIN J. J.: Fast Lines: A Span by Span Method. *Computer Graphics Forum* 18, 3 (September 1999), 377–384. ISSN 1067-7055. Boyer:1999:FLA
- [56] BRANCO V., COSTA A., FERREIRA F. N.: Sketching 3D Models with 2D Interaction Devices. *Computer Graphics Forum* 13, 3 (1994), 489–502. Branco:1994:S3M
- [57] BREEN D. E., WHITAKER R. T., ROSE E., TUCERYAN M.: Interactive Occlusion and Automatic Object Placement for Augmented Reality. *Computer Graphics Forum* 15, 3 (August 1996), 11–22. ISSN 1067-7055. Breen:1996:IOA
- [58] BRIVIO P., MARINI D.: A Fractal Method for Digital Elevation Model Construction and its Application to a Mountain Region. *Computer Graphics Forum* 12, 5 (1993), 297–309. Brivio:1993:AFM
- [59] BRO-NIELSEN M., COTIN S.: Real-time Volumetric Deformable Models for Surgery Simulation using Finite Elements and Condensation. *Computer Graphics Forum* 15, 3 (August 1996), 57–66. ISSN 1067-7055. Bro-Nielsen:1996:RVD
- [60] BRODLIE K. W.: Workshop Report - Future Developments in Computer Graphics Teaching. Eurographics Workshop, University of Leeds, Easter 1989. *Computer Graphics Forum* 9, 3 (September 1990), 277–281. Brodlie:1990:WR
- [61] BRUN L., SECROUN C.: A Fast Algorithm for Inverse Colormap Computation. *Computer Graphics Forum* 17, 4 (1998), 261–271. ISSN 1067-7055. Brun:1998:AFA
- [62] BUCHANAN J. W.: Special Effects with Half-toning. *Computer Graphics Forum* 15, 3 (August 1996), 97–108. ISSN 1067-7055. Buchanan:1996:SEW
- [63] BUCHANAN J. W.: Simulating Wood Using a Voxel Approach. *Computer Graphics Forum* 17, 3 (1998), 105–112. ISSN 1067-7055. Buchanan:1998:SWU
- [64] BUHMANN J. M., FELLNER D. W., HELD M., KETTERER J., PUZICHA J.: Dithered Color Quantization. *Computer Graphics Forum* 17, 3 (1998), 219–232. ISSN 1067-7055. Buhmann:1998:DCQ
- [65] BURTON E.: Thoughtful Drawings: A Computational Model of the Cognitive Nature of Children’s Drawing. *Computer Graphics Forum* 14, 3 (August 1995), 159–170. ISSN 1067-7055. Burton:1995:TDA
- [66] BUSCH C., EBERLE M.: Morphological Operations for Color-Coded Images. *Computer Graphics Forum* 14, 3 (August 1995), 193–204. ISSN 1067-7055. Busch:1995:MOF
- [67] BUSCH D., GROSS M. D.: Interactive Neural Network Texture Analysis and Visualization for Surface Reconstruction in Medical Imaging. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 49–60. Held in Oxford, UK. Busch:1993:INN
- [68] CAI W., CHEN T., SHI J.: Rendering of Surface and Volume Details in Volume Data. *Computer Graphics Forum* 14, 3 (August 1995), 421–430. ISSN 1067-7055. Cai:1995:ROS
- [69] CAI W., SAKAS G.: Data Intermixing and Multi-volume Rendering. *Computer Graphics Forum* 18, 3 (September 1999), 359–368. ISSN 1067-7055. Cai:1999:DIA
- [70] CAI W., SAKAS G., GROSSO R., ERTL T.: Progressive Iso-Surface Extraction from Hierarchical 3D Meshes. *Computer Graphics Forum* 17, 3 (1998), 125–136. ISSN 1067-7055. Cai:1998:PIE
- [71] CALLET P.: Pertinent Data for Modelling Pigmented Materials in Realistic Rendering. *Computer Graphics Forum* 15, 2 (1996), 119–128. ISSN 0167-7055. Callet:1996:PDF
- [72] CAMPENHOUT J. M. V., LASURE R.: PRIP – A Parallel Raster Image Processor. *Computer Graphics Forum* 12, 2 (June 1993), 95–104. Campenhout:1993:PAP
- [73] CAZALS F., DRETTAKIS G., PUECH C.: Filtering, Clustering and Hierarchy Construction: a New Solution for Ray-Tracing Complex Scenes. *Computer Graphics Forum* 14, 3 (August 1995), 371–382. ISSN 1067-7055. Cazals:1995:FCA
- [74] CHEN J. X.: Multiple Segment Line Scan-Conversion. *Computer Graphics Forum* 16, 5 (1997), 257–268. ISSN 1067-7055. Chen:1997:MSL

- [75] CHEN J. X., WANG X.: Approximate Line Scan-Conversion and Antialiasing. *Computer Graphics Forum* 18, 1 (March 1999), 69–78. ISSN 1067-7055. Chen:1999:ALS
- [76] CHEN M., TOWNSEND P., WANG C.: A Development Environment for Constructing Graph-Based Editing Tools. *Computer Graphics Forum* 11, 3 (September 1992), 345–355. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Chen:1992:ADE
- [77] CHI LU T., CHIANG C., TANG LIN M., LEE C.: A Collaborative Scene Editor for VRML Worlds. *Computer Graphics Forum* 17, 3 (1998), 53–62. ISSN 1067-7055. Lu:1998:ACS
- [78] CHRYSANTHOU Y., SLATER M.: Computing Dynamic Changes to BSP Trees. *Computer Graphics Forum* 11, 3 (September 1992), 321–332. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Chrysanthou:1992:CDC
- [79] CHUNG K. W., CHAN H. S. Y.: Symmetrical Patterns from Dynamics. *Computer Graphics Forum* 12, 1 (1993), 33–40. Chung:1993:SPF
- [80] CIGNONI P., MONTANI C., PEREGO R., SCOPIGNO R.: Parallel 3D Delaunay Triangulation. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 129–142. Held in Oxford, UK. Cignoni:1993:P3D
- [81] CIGNONI P., MONTANI C., SCOPIGNO R.: MagicSphere: an Insight Tool for 3D Data Visualization. *Computer Graphics Forum* 13, 3 (1994), 317–328. Cignoni:1994:MAI
- [82] CIGNONI P., ROCCHINI C., SCOPIGNO R.: Metro: Measuring Error on Simplified Surfaces. *Computer Graphics Forum* 17, 2 (1998), 167–174. ISSN 1067-7055. Cignoni:1998:ME
- [83] CLARE A. R., DAY A. M.: Experiments in the Parallel Computation of 3D Convex Hulls. *Computer Graphics Forum* 13, 1 (January 1994), 21–36. Clare:1994:EIT
- [84] COCKSHOTT T., PATTERSON J., ENGLAND D.: Modelling the Texture of Paint. *Computer Graphics Forum* 11, 3 (September 1992), 217–226. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Cockshott:1992:MTT
- [85] COHEN D., SHAKED A.: Photo-Realistic Imaging of Digital Terrains. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 363–373. Held in Oxford, UK. Cohen:1993:PIO
- [86] COHEN-OR D., FIBICH G., HALPERIN D., ZADICARO E.: Conservative Visibility and Strong Occlusion for Viewspace Partitioning of Densely Occluded Scenes. *Computer Graphics Forum* 17, 3 (1998), 243–254. ISSN 1067-7055. Cohen-Or:1998:CVA
- [87] COHEN-OR D., FLEISHMAN S.: An Incremental Alignment Algorithm for Parallel Volume Rendering. *Computer Graphics Forum* 14, 3 (August 1995), 123–134. ISSN 1067-7055. Cohen-Or:1995:AIA
- [88] COHEN-OR D., SHAKED A.: Visibility and Dead-Zones in Digital Terrain Maps. *Computer Graphics Forum* 14, 3 (August 1995), 171–180. ISSN 1067-7055. Cohen-Or:1995:VAD
- [89] COLLINS B. M.: Data Visualization: A Keyword Bibliography. *Computer Graphics Forum* 12, 1 (1993), 47–74. Collins:1993:DVA
- [90] COLTELLI P., FACCONTI G., MARFORI F.: On The Application of Quantization and Dithering Techniques to History of Arts. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 351–362. Held in Oxford, UK. Coltell:1993:OTA
- [91] COMBA J., KLOSOWSKI J. T., MAX N., MITCHELL J. S. B., SILVA C. T., WILLIAMS P. L.: Fast Polyhedral Cell Sorting for Interactive Rendering of Unstructured Grids. *Computer Graphics Forum* 18, 3 (September 1999), 369–376. ISSN 1067-7055. Comba:1999:FPC
- [92] COOK A. C., JONES C. B.: A Prolog Rule-Based System for Cartographic Name Placement. *Computer Graphics Forum* 9, 2 (June 1990), 109–126. Cook:1990:APR
- [93] CORTELAZZO G. M., LUCCHESE L.: A New Method of Image Mosaicking and Its Application to Cultural Heritage Representation. *Computer Graphics Forum* 18, 3 (September 1999), 265–276. ISSN 1067-7055. Cortelazzo:1999:ANM
- [94] CRESPIN B., BLANC C., SCHLICK C.: Implicit Sweep Objects. *Computer Graphics Forum* 15, 3 (August 1996), 165–174. ISSN 1067-7055. Crespin:1996:ISO
- [95] DAI W.-K., SHIH Z.-C., CHANG R.-C.: Synthesizing Feather Textures in Galliformes. *Computer Graphics Forum* 14, 3 (August 1995), 407–420. ISSN 1067-7055. Dai:1995:SFT
- [96] DALDEGAN A., THALMANN N. M., KURIHARA T., THALMANN D.: An Integrated System for Modeling, Animating and Rendering Hair. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 211–221. Held in Oxford, UK. Daldegan:1993:AIS
- [97] DAMNjanovic L. B.: The Formal Specification of Level 1a of GKS. *Computer Graphics Forum* 10, 1 (March 1991), 11–25. Damnjanovic:1991:TFS
- [98] DAMNjanovic L. B., DUCE D. A., ROBINSON S. K.: GKS-9x: Some Implementation Considerations. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 295–313. Held in Oxford, UK. Damnjanovic:1993:GSI
- [99] DANIEL M.: Using a Convex Pyramid to Bound Surface Normal Vectors. *Computer Graphics Forum* 15, 4 (1996), 219–227. ISSN 0167-7055. Daniel:1996:UAC

- [100] DAUN S.: Report on the EUROGRAPHICS Workshop on Relationof PDLs and Graphics Systems. *Computer Graphics Forum* 9, 4 (December 1990), 375–376. Daun:1990:ROT
- [101] DAVISON A., SLATER M., SMITH M.: Graphics Object Management in the X Window System. *Computer Graphics Forum* 9, 2 (June 1990), 93–100. Davison:1990:GOM
- [102] DAY A. M.: The Implementation of a 2D Convex Hull Algorithm using Perturbation. *Computer Graphics Forum* 9, 4 (December 1990), 309–316. Day:1990:TIO
- [103] DAY A. M., TURNER S. M., ARNOLD D. B.: Improved Visualisation of Marine Data: Algae and Acid Rain. *Computer Graphics Forum* 13, 3 (1994), 361–370. Day:1994:IVO
- [104] DE BERG M.: Trends and Developments in Computational Geometry. *Computer Graphics Forum* 16, 1 (1997), 3–30. ISSN 0167-7055. Berg:1997:TAD
- [105] DE BRUIN H., BOUWMAN P., VAN DEN BOS J.: DIGIS: A Graphical User Interface Design Environment for Non-Programmers. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 13–24. Held in Oxford, UK. Bruin:1993:DAG
- [106] DE FIGUEIREDO L. H., STOLFI J.: Adaptive Enumeration of Implicit Surfaces with Affine Arithmetic. *Computer Graphics Forum* 15, 5 (1996), 287–296. ISSN 0167-7055. Figueiredo:1996:AEO
- [107] DE FLORIANI L., MIRRA D., PUPPO E.: Extracting Contour Lines from a Hierarchical Surface Model. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 248–260. Held in Oxford, UK. Floriani:1993:ECL
- [108] DECORET X., SILLION F., SCHAUFLER G., DORSEY J.: Multi-layered impostors for accelerated rendering. *Computer Graphics Forum* 18, 3 (September 1999), 61–73. ISSN 1067-7055. Decoret:1999:MIF
- [109] DESBRUN M., TSINGOS N., GASCUEL M.-P.: Adaptive Sampling of Implicit Surfaces for Interactive Modelling and Animation. *Computer Graphics Forum* 15, 5 (1996), 319–325. ISSN 0167-7055. Desbrun:1996:ASO
- [110] DEVILLE P. M., MERZOUK S., CAZIER D., PAUL J. C.: Spectral Data Modeling for a Lighting Application. *Computer Graphics Forum* 13, 3 (1994), 97–106. Deville:1994:SDM
- [111] DISCHLER J.-M., GHAZANFARPOUR D.: A Geometrical Based Method for Highly Complex Structured Textures Generation. *Computer Graphics Forum* 14, 4 (October 1994), 203–216. Dischler:1994:AGB
- [112] DISCHLER J.-M., GHAZANFARPOUR D.: A Procedural Description of Geometric Textures by Spectral and Spatial Analysis of Profiles. *Computer Graphics Forum* 16, 3 (August 1997), 129–140. ISSN 1067-7055. Dischler:1997:APD
- [113] DISCHLER J. M., GHAZANFARPOUR D., FREYDIER R.: Anisotropic Solid Texture Synthesis Using Orthogonal 2D Views. *Computer Graphics Forum* 17, 3 (1998), 87–96. ISSN 1067-7055. Dischler:1998:AST
- [114] DIXON A. R., KIRBY G. H., WILLS D. P. M.: A Data Structure for Artificial Terrain Generation. *Computer Graphics Forum* 13, 1 (January 1994), 37–48. Dixon:1994:ADS
- [115] DIXON A. R., KIRBY G. H., WILLS D. P. M.: Towards Context Dependent Interpolation of Digital Elevation Models. *Computer Graphics Forum* 13, 3 (1994), 23–32. Dixon:1994:TCD
- [116] DOBASHI Y., KANEDA K., NAKASHIMA T., YAMASHITA H., NISHITA T., TADAMURA K.: Skylight for Interior Lighting Design. *Computer Graphics Forum* 13, 3 (1994), 85–96. Dobashi:1994:SFI
- [117] DOBASHI Y., KANEDA K., NAKATANI H., YAMASHITA H.: A Quick Rendering Method Using Basis Functionsfor Interactive Lighting Design. *Computer Graphics Forum* 14, 3 (August 1995), 229–240. ISSN 1067-7055. Dobashi:1995:AQR
- [118] DOBASHI Y., KANEDA K., YAMASHITA H., NISHITA T.: Method for Calculation of Sky Light Luminance Aiming at an Interactive Architectural Design. *Computer Graphics Forum* 15, 3 (August 1996), 109–118. ISSN 1067-7055. Dobashi:1996:MFC
- [119] DONIKIAN S., HEGRON G.: A Declarative Design Method for 3D Scene Sketch Modeling. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 223–236. Held in Oxford, UK. Donikian:1993:ADD
- [120] DRETTAKIS G., FIUME E.: Accurate and Consistent Reconstruction of Illumination Functions Using Structured Sampling. *Computer Graphics Forum (Eurographics '93)* 12, 3 (September 1993), 273–284. Held in Barcelona, Spain. Drettakis:1993:AAC
- [121] DUCE D. A.: Report on the EUROGRAPHICS Workshop on User Interface Management Systems. *Computer Graphics Forum* 9, 4 (December 1990), 381–384. Duce:1990:ROT
- [122] DUCE D. A.: Yugraph '90. *Computer Graphics Forum* 9, 3 (September 1990), 275–276. Duce:1990:Y9
- [123] DUCE D. A.: Formal Methods in Computer Graphics. *Computer Graphics Forum* 10, 4 (December 1991), 359–361. Duce:1991:FMI
- [124] DUCE D. A., DUKE D. J., TEN HAGEN P. J. W., REYNOLDS G. J.: PREMO - An Initial Approach to a Formal Definition. *Computer Graphics Forum* 13, 3 (1994), 393–406. Duce:1994:PA
- [125] DUCE D. A., GIORGETTI D., COOPER C. S., GALLOP J. R., JOHNSON I. J., ROBINSON E., SELIG C. D.: Reference Models for Distributed Cooperative Visualization. *Computer Graphics Forum* 17, 4 (1998), 219–233. ISSN 1067-7055. Duce:1998:RMF

- [126] DUCE D. A., PATERNÓ F.: A Formal Specification of a Graphics System in the Framework of the Computer Graphics Reference Model. *Computer Graphics Forum* 12, 1 (1993), 3–20. Duce:1993:AFS
- [127] DUCE D. A., VAN LIERE R., TEN HAGEN P. J. W.: An Approach to Hierarchical Input Devices. *Computer Graphics Forum* 9, 1 (March 1990), 15–26. Duce:1990:AAT
- [128] DUKE D. J.: Reasoning About Gestural Interaction. *Computer Graphics Forum* 14, 3 (August 1995), 55–66. ISSN 1067-7055. Duke:1995:RAG
- [129] DUKE D. J., HARRISON M. D.: Abstract Interaction Objects. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 25–36. Held in Oxford, UK. Duke:1993:AIO
- [130] DUKE D. J., HERMAN I.: Programming Paradigms in an Object-Oriented Multimedia Standard. *Computer Graphics Forum* 17, 4 (1998), 249–261. ISSN 1067-7055. Duke:1998:PPI
- [131] DUMONT R., BOUATOUCH K., GOSELIN P.: A Progressive Algorithm for Three Point Transport. *Computer Graphics Forum* 18, 1 (March 1999), 41–56. ISSN 1067-7055. Dumont:1999:APA
- [132] DUNHA J. D.: 3rd Portuguese Computer Graphics Conference. *Computer Graphics Forum* 10, 1 (March 1991), 75. Dunha:1991:3PC
- [133] DURAND C. X., FAGUY D.: Rational Zoom of Bit Maps Using B-Spline Interpolation in Computerized 2-D Animation. *Computer Graphics Forum* 9, 1 (March 1990), 27–38. Durand:1990:RZO
- [134] DURIKOVIC R., KANEDA K., YAMASHITA H.: Animation of Biological Organ Growth Based on L-systems. *Computer Graphics Forum* 17, 3 (1998), 1–14. ISSN 1067-7055. Durikovic:1998:AOB
- [135] EL-SANA J., VARSHNEY A.: Generalized View-Dependent Simplification. *Computer Graphics Forum* 18, 3 (September 1999), 83–94. ISSN 1067-7055. ElSana:1999:GVS
- [136] ELBER G.: Symbolic and Numeric Computation in Curve Interrogation. *Computer Graphics Forum* 14, 1 (January 1994), 25–34. Elber:1994:SAN
- [137] ELBER G.: Interactive Line Art Rendering of Freeform Surfaces. *Computer Graphics Forum* 18, 3 (September 1999), 1–12. ISSN 1067-7055. Elber:1999:ILA
- [138] ENCARNACÃO L. M., BIMBER G., SCHMALSTEIG D., CHANDLER S. D.: A Translucent Sketchpad for the Virtual Table Exploring Motion-based Gesture Recognition. *Computer Graphics Forum* 18, 3 (September 1999), 277–286. ISSN 1067-7055. Encarnacao:1999:ATS
- [139] ENÇARNACÃO L. M., FECHTER J., GRUNERT T., STRASSER W.: A Platform for User-Tailored Interaction Development in 2D, 3D, and VR. *Computer Graphics Forum* 15, 3 (August 1996), 432–441. ISSN 1067-7055. Encarnacao:1996:APF
- [140] ENDL R., SOMMER M.: Classification of Ray-Generators in Uniform Subdivisions and Octrees for Ray Tracing. *Computer Graphics Forum* 13, 1 (January 1994), 3–19. Endl:1994:COR
- [141] ESSA I. A., SCLAROFF S., PENTLAND A.: A Unified Approach for Physical and Geometric Modeling for Graphics and Animation. *Computer Graphics Forum* 11, 3 (September 1992), 129–138. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Essa:1992:AUA
- [142] FA M., FERNANDO T., DEW P. M.: Direct 3D Manipulation Techniques for Interactive Constraint-based Solid Modelling. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 237–248. Held in Oxford, UK. Fa:1993:D3M
- [143] FACONI G. P., ZANI N., PATERNO' F.: The Input Model of Standard Graphics Systems Revisited by Formal Specification. *Computer Graphics Forum* 11, 3 (September 1992), 237–251. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Faconti:1992:TIM
- [144] FALCIDIENO B., RATTO O.: Two-manifold cell-decomposition of r-sets. *Computer Graphics Forum* 11, 3 (September 1992), 391–404. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Falcidieno:1992:TMC
- [145] FARENC N., BOULIC R., THALMANN D.: An Informed Environment Dedicated to the Simulation of Virtual Humans in Urban Context. *Computer Graphics Forum* 18, 3 (September 1999), 309–318. ISSN 1067-7055. Farenc:1999:AIE
- [146] FAURE F.: An Energy-Based Approach for Contact Force Computation. *Computer Graphics Forum* 15, 3 (August 1996), 357–366. ISSN 1067-7055. Faure:1996:AEA
- [147] FEDA M., PURGATHOFER W.: A Median Cut Algorithm for Efficient Sampling of Radiosity Functions. *Computer Graphics Forum* 13, 3 (1994), 433–442. Feda:1994:AMC
- [148] FEIXAS M., DEL ACEBO E., BEKAERT P., SBERT M.: An Information Theory Framework for the Analysis of Scene Complexity. *Computer Graphics Forum* 18, 3 (September 1999), 95–106. ISSN 1067-7055. Feixas:1999:AIT
- [149] FELGER W., SCHRODER F.: The Visualization Input Pipeline - Enabling Semantic Interaction in Scientific Visualization. *Computer Graphics Forum* 11, 3 (September 1992), 139–151. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Felger:1992:TVI

- [150] FERLEY E., CANI-GASCUEL M.-P., ATTALI D.: Skeletal Reconstruction of Branching Shapes. *Computer Graphics Forum* 16, 5 (1997), 283–293. ISSN 1067-7055. Ferley:1997:SRO
- [151] FISCHER M.: An Algorithm for Dynamic Color Management. *Computer Graphics Forum* 17, 1 (1998), 17–28. ISSN 1067-7055. Fischer:1998:AAF
- [152] FIUME E.: Isometric Piecewise Polynomial Curves. *Computer Graphics Forum* 14, 1 (January 1994), 47–58. Fiume:1994:IPP
- [153] FLORES J. Z., COSTOYA F. P., PEREZ J. C., HENRIQUEZ L. M. G., AMBITE A. P.: Using GKS concurrently: a practical solution. *Computer Graphics Forum* 9, 3 (September 1990), 239–244. Flores:1990:UGC
- [154] FONG P., SEIDEL H.-P.: Control Points for Multivariate B-Spline Surfaces over Arbitrary Triangulations. *Computer Graphics Forum* 10, 4 (December 1991), 309–317. Fong:1991:CPF
- [155] FONTANA M., GIANNINI F., MEIRANA M.: A Free Form Feature Taxonomy. *Computer Graphics Forum* 18, 3 (September 1999), 107–118. ISSN 1067-7055. Fontana:1999:AFF
- [156] FOURNIER A., BUCHANAN J.: Chebyshev Polynomials for Boxing and Intersections of Parametric Curves and Surfaces. *Computer Graphics Forum* 13, 3 (1994), 127–142. Fournier:1994:CPF
- [157] FRENCH M.: GosiP: A GKS-3D Shell for PHIGS. *Computer Graphics Forum* 9, 4 (December 1990), 317–326. French:1990:GAG
- [158] FRÜHAUF T.: Raycasting of Non regularly Structured Volume Data. *Computer Graphics Forum* 13, 3 (1994), 293–303. Fruhauf:1994:RON
- [159] FUNG K. Y., NICHOLL T. M., DEWDNEY A. K.: A Run-Length Slice Line Drawing Algorithm without Division Operations. *Computer Graphics Forum* 11, 3 (September 1992), 267–277. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjeldahl. Fung:1992:ARL
- [160] FURTADO P., TEIXEIRA J. C.: Storage Support for Multidimensional Discrete Data in Multimedia Databases. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 101–113. Held in Oxford, UK. Furtado:1993:SSF
- [161] GADDIPATTI A., MACHIRAJU R., YAGEL R.: Steering Image Generation with Wavelet Based Perceptual Metric. *Computer Graphics Forum* 16, 3 (August 1997), 241–252. ISSN 1067-7055. Gaddipatti:1997:SIG
- [162] GALIN E., AKKOUCH S.: Blob Metamorphosis based on Minkowski Sums. *Computer Graphics Forum* 15, 3 (August 1996), 143–154. ISSN 1067-7055. Galin:1996:BMB
- [163] GARGANTINI I., ATKINSON H. H.: Ray Tracing an Octree: Numerical Evaluation of the First Interaction. *Computer Graphics Forum* 12, 4 (October 1993), 199–210. Gargantini:1993:RTA
- [164] GENETTI J., GORDON D., WILLIAMS G.: Adaptive Supersampling in Object Space Using Pyramidal Rays. *Computer Graphics Forum* 17, 1 (1998), 29–54. ISSN 1067-7055. Genetti:1998:ASI
- [165] GERALD-YAMASAKI M. J.: Cooperative Visualization of Computational Fluid Dynamics. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 497–508. Held in Oxford, UK. Gerald-Yamasaki:1993:CVO
- [166] GERVAUTZ M.: Consistent Schemes for Addressing Surfaces When Ray Tracing Transparent CSG Objects. *Computer Graphics Forum* 11, 4 (1992), 203–211. Gervautz:1992:CSF
- [167] GHAZANFARPOUR D., DISCHLER J.-M.: Generation of 3D Texture Using Multiple 2D Models Analysis. *Computer Graphics Forum* 15, 3 (August 1996), 311–324. ISSN 1067-7055. Ghazanfarpour:1996:GO3
- [168] GIBSON S., HUBBOLD R. J.: Efficient Hierarchical Refinement and Clustering for Radiosity in Complex Environments. *Computer Graphics Forum* 15, 5 (1996), 297–310. ISSN 0167-7055. Gibson:1996:EHR
- [169] GIBSON S., HUBBOLD R. J.: Perceptually-Driven Radiosity. *Computer Graphics Forum* 16, 2 (1997), 129–141. ISSN 0167-7055. Gibson:1997:PR
- [170] GIERTSEN C., LUCAS A.: 3D Visualization for 2D GIS: an Analysis of the Users' Needs and a Review of Techniques. *Computer Graphics Forum* 13, 3 (1994), 1–12. Giertsen:1994:3VF
- [171] GRAF K. C., SUTER M., HAGGER J., NÜESCH D.: Computer Graphics and Remote Sensing - an Synthesis for Environmental Planning and Civil Engineering. *Computer Graphics Forum* 13, 3 (1994), 13–22. Graf:1994:CGA
- [172] GREINER G.: Variational Design and Fairing of Spline Surfaces. *Computer Graphics Forum* 13, 3 (1994), 143–154. Greiner:1994:VDA
- [173] GREINER G., LOOS J., WESSELINK W.: Data Dependent Thin Plate Energy and its Use in Interactive Surface Modeling. *Computer Graphics Forum* 15, 3 (August 1996), 175–186. ISSN 1067-7055. Greiner:1996:DDT
- [174] GRIMM C., AYERS M.: A Framework for Synchronized Editing of Multiple Curve Representations. *Computer Graphics Forum* 17, 3 (1998), 31–40. ISSN 1067-7055. Grimm:1998:AFF
- [175] GRIMSDALE R. L., CHANG C. W.: The Layout Design Language: A Technique for Generating Layout Plans. *Computer Graphics Forum* 15, 2 (1996), 97–106. ISSN 0167-7055. Grimsdale:1996:TLD
- [176] GRIMSTEAD I. J., MARTIN R. R.: Incremental Line Labelling for Sketch Input of Solid Models. *Computer Graphics Forum* 15, 2 (1996), 155–166. ISSN 0167-7055. Grimstead:1996:ILL

- [177] GRÖLLER E.: Fractals and Solid Modeling. *Computer Graphics Forum* 11, 3 (September 1992), 415–424. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Groeller:1992:FAS
- [178] GUO B.: Nonsplitting Macro Patches for Implicit Cubic Spline Surfaces. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 433–445. Held in Oxford, UK. Guo:1993:NMP
- [179] GUO B., MENON J., WILLETT B.: Surface Reconstruction Using Alpha Shapes. *Computer Graphics Forum* 16, 4 (1997), 177–190. ISSN 1067-7055. Guo:1997:SRU
- [180] HAASE H.: Symbiosis of Virtual Reality and Scientific Visualization System. *Computer Graphics Forum* 15, 3 (August 1996), 442–451. ISSN 1067-7055. Haase:1996:SOV
- [181] HAHMANN H. H., BONNEAU G.-P.: Variational Surface Design and Surface Interrogation. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 447–459. Held in Oxford, UK. Hahmann:1993:VSD
- [182] HAINDL M., DE RUITER B.: The MADE Help System. *Computer Graphics Forum* 14, 3 (August 1995), 149–158. ISSN 1067-7055. Haindl:1995:TMH
- [183] HALEY M. B., BLAKE E. H.: Incremental Volume Rendering Using Hierarchical Compression. *Computer Graphics Forum* 15, 3 (August 1996), 45–56. ISSN 1067-7055. Haley:1996:IVR
- [184] HALL P.: Nonphotorealistic Rendering by Q-mapping. *Computer Graphics Forum* 18, 1 (March 1999), 27–39. ISSN 1067-7055. Hall:1999:NRB
- [185] HALL W., SIMMONS D.: An Open Model for Hypermedia and Its Application to Geographical Information Systems. *Computer Graphics Forum* 11, 3 (September 1992), 1–7. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Hall:1992:AOM
- [186] HAMEL J., STROTHOTTE T.: Capturing and Re-Using Rendition Styles for Non-Photorealistic Rendering. *Computer Graphics Forum* 18, 3 (September 1999), 173–182. ISSN 1067-7055. Hamel:1999:CAR
- [187] HAND C.: A Survey of 3D Interaction Techniques. *Computer Graphics Forum* 16, 5 (1997), 269–281. ISSN 1067-7055. Hand:1997:ASO
- [188] HARDENBERGH J., MICHENER J.: Integrating PHIGS and User Interface Systems. *Computer Graphics Forum* 10, 1 (March 1991), 27–36. Hardenbergh:1991:IPA
- [189] HARITSIS A., GILLIES D., WILLIAMS C.: Realistic Generation and Real Time Animation of Images of the Human Colon. *Computer Graphics Forum* 11, 3 (September 1992), 367–379. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Haritsis:1992:RGA
- [190] HART J. C.: Implicit Representation of Rough Surfaces. *Computer Graphics Forum* 16, 2 (1997), 91–99. ISSN 0167-7055. Hart:1997:IRO
- [191] HASENFRATZ J.-M., DAMEZ C., SILLION F., DRETTAKIS G.: A Practical Analysis of Clustering Strategies for Hierarchical Radiosity. *Computer Graphics Forum* 18, 3 (September 1999), 221–232. ISSN 1067-7055. Hasenfratz:1999:APA
- [192] HAUSMANN B., SEIDEL H.-P.: Visualization of Regular Polytopes in Three and Four Dimensions. *Computer Graphics Forum* 13, 3 (1994), 305–316. Hausmann:1994:VOR
- [193] HAVALDAR P., LEE M.-S., MEDIONI G.: Synthesizing Novel Views from Unregistered 2-D Images. *Computer Graphics Forum* 16, 1 (1997), 65–73. ISSN 0167-7055. Havaldar:1997:SNV
- [194] HEAL B. W.: Node Partitioning in an Octree Display Pipeline. *Computer Graphics Forum* 9, 3 (September 1990), 205–211. Heal:1990:NPI
- [195] HECKBERT P.: Radiosity in Flatland. *Computer Graphics Forum* 11, 3 (September 1992), 181–192. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Heckbert:1992:RIF
- [196] HEGRON G.: Report on the First EUROGRAPHICS Workshop on Animation and Simulation. *Computer Graphics Forum* 9, 4 (December 1990), 373–374. Hegron:1990:ROT
- [197] HÉGRON G.: Report on the Second Eurographics Workshop on Animation and Simulation. *Computer Graphics Forum* 10, 4 (December 1991), 365–366. Hegron:1991:ROT
- [198] HERMAN I., DELEST M., MELANCON G.: Tree Visualisation and Navigation Clues for Information Visualisation. *Computer Graphics Forum* 17, 2 (1998), 153–165. ISSN 1067-7055. Herman:1998:TVA
- [199] HESSER J., MÄNNER R., KNITTEL G., STRASSER W., PFISTER H., KAUFMAN A.: Three Architectures for Volume Rendering. *Computer Graphics Forum* 14, 3 (August 1995), 111–122. ISSN 1067-7055. Hesser:1995:TAF
- [200] HEUGEBAUER P. J., KLEIN K.: Texturing 3D Models of Real World Objects from Multiple Unregistered Photographic Views. *Computer Graphics Forum* 18, 3 (September 1999), 245–256. ISSN 1067-7055. Heugebauer:1999:TTM
- [201] HEWITT H. T.: Curves for Computer Graphics Standards - Workshop Report. *Computer Graphics Forum* 9, 2 (June 1990), 165–169. Hewitt:1990:CFC
- [202] HIGASHI M., TSUTAMORI H., HOSAKA M.: Generation of Smooth Surfaces by Controlling Curvature Variation. *Computer Graphics Forum* 15, 3 (August 1996), 187–196. ISSN 1067-7055. Higashi:1996:GOS

- [203] HILTON T. L., EGBERT P. K.: Vector Fields: an Interactive Tool for Animation, Modeling and Simulation with Physically Based 3D Particle Systems and Soft Objects. *Computer Graphics Forum* 13, 3 (1994), 329–338. Hilton:1994:VFA
- [204] HOLDEN E., ROY G.: The Graphical Translation of English Text into Signed English in the Hand Sign Translator System. *Computer Graphics Forum* 11, 3 (September 1992), 357–366. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Holden:1992:TGT
- [205] HOLTON M.: Strands, Gravity, and Botanical Tree Imagery. *Computer Graphics Forum* 13, 1 (January 1994), 57–67. Holton:1994:SGA
- [206] HOLZSCHUCH N., SILLION F. X.: An Exhaustive Error-Bounding Algorithm for Hierarchical Radiosity. *Computer Graphics Forum* 17, 4 (1998), 197–218. ISSN 1067-7055. Holzschuch:1998:AEE
- [207] HONG ZHU Q., CHEN Y., KAUFMAN A.: Real-time Biomechanically-based Muscle Volume Deformation using FEM. *Computer Graphics Forum* 17, 3 (1998), 275–284. ISSN 1067-7055. Zhu:1998:RBM
- [208] HORN A. N.: IFSs and Interactive Image Synthesis. *Computer Graphics Forum* 9, 2 (June 1990), 127–138. Horn:1990:IAI
- [209] HOWARD T.: Book Reviews. *Computer Graphics Forum* 10, 4 (December 1991), 337–342. Howard:1991:BR
- [210] HOWARD T., BROWN J. R.: Eurographics '91: Vienna, Austria - 2-6 September 1991. *Computer Graphics Forum* 10, 4 (December 1991), 345–352. Howard:1991:E9V
- [211] HOWARD T. L. J.: TopDraw: A structure network visualiser for PHIGS. *Computer Graphics Forum* 9, 2 (March 1990), 139–147. Howard:1990:TAS
- [212] HOWIE C. T., BLAKE E. H.: The Mesh Propagation Algorithm for Isosurface Construction. *Computer Graphics Forum* 13, 3 (1994), 65–74. Howie:1994:TMP
- [213] HOWLETT P., HEWITT W. T.: Mass-Spring Simulation using Adaptive Non-Active Points. *Computer Graphics Forum* 17, 3 (1998), 345–354. ISSN 1067-7055. Howlett:1998:MSU
- [214] HSU S. Y., CHOW L. R., LIU H. C.: A New Approach for the Generation of Circles. *Computer Graphics Forum* 12, 2 (June 1993), 105–110. Hsu:1993:ANA
- [215] HSU Y. H., UO Y. S.: HAGI, a High-level Application/Graphics Interface. *Computer Graphics Forum* 11, 3 (September 1992), 71–80. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Hsu:1992:HAH:
- [216] HÜBEL J., HERMAN I.: Modeling Clip: Some More Results. *Computer Graphics Forum* 9, 2 (June 1990), 101–108. Hubel:1990:MCS
- [217] HÜBL J.: A Note on 3D Clip Optimization. *Computer Graphics Forum* 12, 2 (June 1993), 159–160. Hubl:1993:ANO
- [218] HÜBL J., HERMAN I.: Modelling clip: some more results. *Computer Graphics Forum* 9, 2 (March 1990), 101–107. Hubl:1990:MCS
- [219] HUGHES M., LASTRA A. A., SAXE E.: Simplification of Global-Illumination Meshes. *Computer Graphics Forum* 15, 3 (August 1996), 339–346. ISSN 1067-7055. Hughes:1996:SOG
- [220] HUI K. C., JIANG Z. H.: Tetrahedra Based Adaptive Polygonization of Implicit Surface Patches. *Computer Graphics Forum* 18, 1 (March 1999), 57–68. ISSN 1067-7055. Hui:1999:TBA
- [221] HUNTER A., WILLIS P.: Classification of Quad-encoding Techniques. *Computer Graphics Forum* 10, 2 (June 1991), 97–112. Hunter:1991:COQ
- [222] HUTCHINSON D., LIN F., HEWITT T.: Surface Graph Sketching. *Computer Graphics Forum* 15, 3 (August 1996), 301–310. ISSN 1067-7055. Hutchinson:1996:SGS
- [223] IHM I., PARK S.: Wavelet-Based 3D Compression Scheme for Interactive Visualization of Very Large Volume Data. *Computer Graphics Forum* 18, 1 (March 1999), 3–15. ISSN 1067-7055. Ihm:1999:W3C
- [224] JACKEL D., WALTER B.: Modeling and Rendering of the Atmosphere Using Mie-Scattering. *Computer Graphics Forum* 16, 4 (1997), 201–210. ISSN 1067-7055. Jackel:1997:MAR
- [225] JAMES A., RAY A.: The Priority Face Determination Tree for Hidden Surface Removal. *Computer Graphics Forum* 17, 1 (1998), 55–72. ISSN 1067-7055. James:1998:TPF
- [226] JANSEN F. W.: Report on the Second Eurographics Workshop on Rendering, Barcelona, 13-15 May 1991. *Computer Graphics Forum* 10, 4 (December 1991), 353–355. Jansen:1991:ROT
- [227] JARDILLIER F., LANGUÉNOU E.: Screen-Space Constraints for Camera Movements: the Virtual Cameraman. *Computer Graphics Forum* 17, 3 (1998), 175–186. ISSN 1067-7055. Jardillier:1998:SCF
- [228] JENSEN H. W.: Rendering Caustics on Non-Lambertian Surfaces. *Computer Graphics Forum* 16, 1 (1997), 57–64. ISSN 0167-7055. Jensen:1997:RCO
- [229] JOHNSTONE J. K., WILLIAMS J. P.: A Rational Model of the Surface Swept by a Curve. *Computer Graphics Forum* 14, 3 (August 1995), 77–88. ISSN 1067-7055. Johnstone:1995:ARM
- [230] JONES H.: Dürer, Gaskets and Barnsley's Chaos Game. *Computer Graphics Forum* 9, 4 (December 1990), 327–332. Jones:1990:DGA

- [231] JONES M. W.: The Production of Volume Data from Triangular Meshes Using Voxelisation. *Computer Graphics Forum* 15, 5 (1996), 311–318. ISSN 0167-7055.
- [232] JONES M. W., CHEN M.: A New Approach to the Construction of Surfaces from Contour Data. *Computer Graphics Forum* 13, 3 (1994), 75–84.
- [233] JUAN-ARINYO R.: Domain Extension of Isothetic Polyhedra with Minimal CSG Representation. *Computer Graphics Forum* 14, 5 (December 1994), 281–293.
- [234] KAKEZ S., CONAN V., BISSON P.: Virtually Documented Environments: A New Interface Paradigm for Task-oriented Access to Information. *Computer Graphics Forum* 16, 3 (August 1997), 319–328. ISSN 1067-7055.
- [235] KALRA D., BARR A. H.: Modeling with Time and Events in Computer Animation. *Computer Graphics Forum* 11, 3 (September 1992), 45–58. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl.
- [236] KALRA P., MANGILI A., THALMANN N. M., THALMANN D.: Simulation of Facial Muscle Actions Based on Rational Free Form Deformations. *Computer Graphics Forum* 11, 3 (September 1992), 59–69. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl.
- [237] KARNER K. F., MAYER H., GERVAUTZ M.: An Image based Measurement System for Anisotropic Reflection. *Computer Graphics Forum* 15, 3 (August 1996), 119–128. ISSN 1067-7055.
- [238] KAZINNIK R., ELBER G.: Orthogonal Decomposition of Non-Uniform Bspline Spaces using Wavelets. *Computer Graphics Forum* 16, 3 (August 1997), 27–38. ISSN 1067-7055.
- [239] KEATES M. J., HUBBOLD R. J.: Interactive Ray Tracing on a Virtual Shared-Memory Parallel Computer. *Computer Graphics Forum* 14, 4 (October 1994), 189–202.
- [240] KENT P., BERGERON R. D.: Report on EUROGRAPHICS'90. *Computer Graphics Forum* 9, 4 (December 1990), 365–370.
- [241] KING M.: Syntax Channelling and Other Issues affecting Innovation in the Graphical User Interface. *Computer Graphics Forum* 14, 3 (August 1995), 43–54. ISSN 1067-7055.
- [242] KING T.: Pandora: An Experiment in Distributed Multimedia. *Computer Graphics Forum* 11, 3 (September 1992), 23–34. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl.
- [243] KJELDAHL L.: A Short Report from the Eurographics Multimedia Workshop, 18-19 April, 1991, held in Stockholm. *Computer Graphics Forum* 10, 3 (September 1991), 260.
- [244] KJELDAHL L.: Doctoral Theses in Computer Graphics. *Computer Graphics Forum* 10, 4 (December 1991), 343–344.
- [245] KNITTEL G.: VERVE: Voxel Engine for Real-time Visualization and Examination. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 37–48. Held in Oxford, UK.
- [246] KOBBELT L.: Interpolatory Subdivision on Open Quadrilateral Nets with Arbitrary Topology. *Computer Graphics Forum* 15, 3 (August 1996), 409–420. ISSN 1067-7055.
- [247] KOBBELT L., STAMMINGER M., SEIDEL H.-P.: Using Subdivision on Hierarchical Data to Reconstruct Radiosity Distribution. *Computer Graphics Forum* 16, 3 (August 1997), 347–356. ISSN 1067-7055.
- [248] KOBBELT L. P., VORSATZ J., LABSIK U., SEIDEL H.-P.: A Shrink Wrapping Approach to Remeshing Polygonal Surfaces. *Computer Graphics Forum* 18, 3 (September 1999), 119–130. ISSN 1067-7055.
- [249] KOCH R.: Automatic Reconstruction of Buildings from Stereoscopic Image Sequences. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 339–350. Held in Oxford, UK.
- [250] KOCH R. M., GROSS M. H., BOSSHARD A.: Emotion Editing using Finite Elements. *Computer Graphics Forum* 17, 3 (1998), 295–302. ISSN 1067-7055.
- [251] KOCHHAR S., HALL J.: A Unified, Object-Oriented Graphics System and Software Architecture for Visualising CAD/CAM Presentations. *Computer Graphics Forum* 15, 4 (1996), 229–248. ISSN 0167-7055.
- [252] KOH E.-K., HEARN D. D.: Fast Generation and Surface Structuring Methods for Terrain and Other Natural Phenomena. *Computer Graphics Forum* 11, 3 (September 1992), 169–180. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl.
- [253] KOK A. J. F., JANSEN F. W.: Adaptive Sampling of Area Light Sources in Ray Tracing Including Diffuse Interreflection. *Computer Graphics Forum* 11, 3 (September 1992), 289–298. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl.
- [254] KOLB A., POTTMANN H., SEIDEL H.-P.: Fair Surface Reconstruction Using Quadratic Functionals. *Computer Graphics Forum* 14, 3 (August 1995), 469–480. ISSN 1067-7055.
- [255] KOMURA T., SHINAGAWA Y., KUNII T. L.: A Muscle-based Feed-forward Controller of the Human Body. *Computer Graphics Forum* 16, 3 (August 1997), 165–176. ISSN 1067-7055.
- [256] KRAMMER G.: A line clipping algorithm and its analysis. *Computer Graphics Forum* 11, 3 (September 1992), 253–266. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl.

- [257] KRISHNAN S., GOPI M., LIN M., MANOCHA D., PATTEKAR A.: Rapid and Accurate Contact Determination between Spline Models using ShellTrees. *Computer Graphics Forum* 17, 3 (1998), 315–326. ISSN 1067-7055. Krishnan:1998:RAA
- [258] KRISHNAN S., GOPI M., MANOCHA D., MINE M.: Interactive Boundary Computation of Boolean Combinations of Sculptured Solids. *Computer Graphics Forum* 16, 3 (August 1997), 67–78. ISSN 1067-7055. Krishnan:1997:IBC
- [259] KROKOS M. A., SLATER M.: Interactive Shape Control of Interpolating B-splines. *Computer Graphics Forum* 11, 3 (September 1992), 435–447. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Krokos:1992:ISC
- [260] KUHME T., SCHNEIDER-HUFSCHEIMDT M.: SX/Tools - An Open Design Environment for Adaptable Multimedia User Interfaces. *Computer Graphics Forum* 11, 3 (September 1992), 93–105. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Kuhme:1992:SXT
- [261] KUIJK A. A. M.: Report on the Sixth Eurographics Workshop on Graphics Hardware. *Computer Graphics Forum* 10, 4 (December 1991), 363–364. Kuijk:1991:ROT
- [262] KURIYAMA S., TACHIBANA K.: Polyhedral Surface Modeling with a Diffusion System. *Computer Graphics Forum* 16, 3 (August 1997), 39–46. ISSN 1067-7055. Kuriyama:1997:PSM
- [263] KURODA M., FURUKAWA S., KIMURA F.: Controllable Locality in C2 Interpolating Curves by B2-splines / S-splines. *Computer Graphics Forum* 13, 1 (January 1994), 49–55. Muroda:1994:CLI
- [264] KURTENBACH G., MORAN T. P., BUXTON W.: Contextual Animation of Gestural Commands. *Computer Graphics Forum* 13, 5 (1994), 305–314. Kurtenbach:1994:CAO
- [265] KUZMIN Y. P.: An Efficient Circle-Drawing Algorithm. *Computer Graphics Forum* 9, 4 (December 1990), 337–348. Kuzmin:1990:AEC
- [266] KUZMIN Y. P.: Bresenham's Line Generation Algorithm with Built-in Clipping. *Computer Graphics Forum* 14, 5 (December 1994), 275–280. Kuzmin:1994:BLG
- [267] KUZMIN Y. P.: Ray Traversal of Spatial Structures. *Computer Graphics Forum* 13, 4 (1994), 223–227. Kuzmin:1994:RTO
- [268] LAAKKO T., MÄNTYLÄ M.: Introducing Blending Operations in Feature Models. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 165–176. Held in Oxford, UK. Laakko:1993:IBO
- [269] LAAKO T., MÄNTYLÄ M.: Incremental Constraint Modelling in a Feature Modelling System. *Computer Graphics Forum* 15, 3 (August 1996), 367–376. ISSN 1067-7055. Laako:1996:ICM
- [270] LAFORTUNE E. P., WILLEMS Y. D.: A Theoretical Framework for Physically Based Rendering. *Computer Graphics Forum* 13, 2 (June 1994), 97–107. Lafortune:1994:ATF
- [271] LALONDE P., FOURNIER A.: Generating Reflected Directions from BRDF Data. *Computer Graphics Forum* 16, 3 (August 1997), 293–300. ISSN 1067-7055. Lalonde:1997:GRD
- [272] LAMOURET A., GASCUEL M.-P.: Scripting Interactive Physically-Based Motions with Relative Paths and Synchronization. *Computer Graphics Forum* 15, 1 (1996), 25–34. ISSN 0167-7055. Lamouret:1996:SIP
- [273] LANGUENOU E., BOUATOUCH K., TELLIER P.: An Adaptive Discretization Method for Radiosity. *Computer Graphics Forum* 11, 3 (September 1992), 205–216. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Languenou:1992:AAD
- [274] LAU W. H., WISEMAN N.: Accurate Image Generation and Interactive Image Editing with the A-buffer. *Computer Graphics Forum* 11, 3 (September 1992), 279–288. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. LAU:1992:AIG
- [275] LAU W. H., WISEMAN N.: The Compositing Buffer: A Flexible Method for Image Generation and Image Editing. *Computer Graphics Forum* 14, 4 (October 1994), 229–238. Lau:1994:TCB
- [276] LEE S.: Interactive Multiresolution Editing of Arbitrary Meshes. *Computer Graphics Forum* 18, 3 (September 1999), 73–82. ISSN 1067-7055. Lee:1999:IME
- [277] LEE T.-Y., LIN Y.-C., LIN L., SUN Y. N.: Fast Feature-Based Metamorphosis and Operator Design. *Computer Graphics Forum* 17, 3 (1998), 15–22. ISSN 1067-7055. Lee:1998:FFM
- [278] LEISTER W.: Computer Generated Copper Plates. *Computer Graphics Forum* 13, 1 (January 1994), 69–77. Leister:1994:CGC
- [279] LEU A., CHEN M.: Modelling and Rendering Graphics Scenes Composed of Multiple Volumetric Datasets. *Computer Graphics Forum* 18, 2 (June 1999), 159–171. ISSN 1067-7055. Leu:1999:MAR
- [280] LEWIS R. R.: Making Shaders More Physically Plausible. *Computer Graphics Forum* 13, 2 (January 1994), 109–120. Lewis:1994:MSM
- [281] LI F. W. B., LAU R. W. H., GREEN M.: Interactive Rendering of Deforming NURBS Surfaces. *Computer Graphics Forum* 16, 3 (August 1997), 47–56. ISSN 1067-7055. Li:1997:IRO
- [282] LIANG R.-H., OUHYOUNG M.: A Real-time Continuous Alphabetic Sign Language to Speech Conversion VR System. *Computer Graphics Forum* 14, 3 (August 1995), 67–76. ISSN 1067-7055. Liang:1995:ARC

- [283] LIEBOWITZ D., CRIMINISI A., ZISSERMAN A.: Creating Architectural Models from Images. *Computer Graphics Forum* 18, 3 (September 1999), 39–50. ISSN 1067-7055. Liebowitz:1999:CAM
- [284] LINTERMANN B., DEUSSEN O.: A Modelling Method and User Interface for Creating Plants. *Computer Graphics Forum* 17, 1 (1998), 73–82. ISSN 1067-7055. Lintermann:1998:AMM
- [285] LIPPERT L., GROSS M. H.: Fast Wavelet Based Volume Rendering by Accumulation of Transparent Texture Maps. *Computer Graphics Forum* 14, 3 (August 1995), 431–444. ISSN 1067-7055. Lippert:1995:FWB
- [286] LIPPERT L., GROSS M. H., KURMANN C.: Compression Domain Volume Rendering for Distributed Environments. *Computer Graphics Forum* 16, 3 (August 1997), 95–108. ISSN 1067-7055. Lippert:1997:CDV
- [287] LISTER P. F.: Report on the Fifth EUROGRAPHICS Workshop on Graphics Hardware. *Computer Graphics Forum* 9, 4 (December 1990), 379–380. Lister:1990:ROT
- [288] LOGIE J. R., PATTERSON J. W.: Inverse Displacement Mapping in the General Case. *Computer Graphics Forum* 14, 5 (December 1994), 261–273. Logie:1994:IDM
- [289] LOOS J., SLUSALLEK P., SEIDEL H.-P.: Using Wavefront Tracing for the Visualization and Optimization of Progressive Lenses. *Computer Graphics Forum* 17, 3 (1998), 255–266. ISSN 1067-7055. Loos:1998:UWT
- [290] LOSCOS C., DRETTAKIS G.: Interactive High-Quality Soft Shadows in Scenes with Moving Objects. *Computer Graphics Forum* 16, 3 (August 1997), 219–230. ISSN 1067-7055. Loscos:1997:IHS
- [291] LOUS Y. L.: Report on the First EUROGRAPHICS Workshop on Visualization in Scientific Computing. *Computer Graphics Forum* 9, 4 (December 1990), 371–372. Lous:1990:ROT
- [292] LUTZ B., WEINTKE M.: Virtual Dunhuang Art Cave: A Cave within a CAVE. *Computer Graphics Forum* 18, 3 (September 1999), 257–264. ISSN 1067-7055. Lutz:1999:VDA
- [293] MA L., LIANG Y., PENG Q.: Equidistant Smoothing of Polyhedra with Arbitrary Topologies. *Computer Graphics Forum* 11, 3 (September 1992), 405–414. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Ma:1992:ESO
- [294] MADRITSCH F., GERVAUTZ M.: CCD-Camera Based Optical Beacon Tracking for Virtual and Augmented Reality. *Computer Graphics Forum* 15, 3 (August 1996), 207–216. ISSN 1067-7055. Madritsch:1996:CBO
- [295] MAEDER A.: Report on AUSGRAPH'90, the Australian Graphics Conference. *Computer Graphics Forum* 9, 4 (December 1990), 389. Maeder:1990:ROA
- [296] MAH S., CALVERT T. W., HAVENS W.: A Constraint-Based Reasoning Framework for Behavioural Animation. *Computer Graphics Forum* 13, 5 (1994), 315–324. Mah:1994:ACR
- [297] MANGEN A., LASUDRY N.: Search for the Intersection Polygon of any Two Polygons: Application to the Garment Industry. *Computer Graphics Forum* 10, 3 (September 1991), 195–208. Mangen:1991:SFT
- [298] MANN Y., COHEN-OR D.: Selective Pixel Transmission for Navigating in Remote Virtual Environments. *Computer Graphics Forum* 16, 3 (August 1997), 201–206. ISSN 1067-7055. Mann:1997:SPT
- [299] MARTIN I., PUEYO X., TOST D.: A Two-Pass Hardware-Based Method Hierarchical Radiosity. *Computer Graphics Forum* 17, 3 (1998), 159–164. ISSN 1067-7055. Martin:1998:ATH
- [300] MARTIN R. R.: Quadtrees, Transforms and Image Coding. *Computer Graphics Forum* 10, 2 (June 1991), 91–96. Martin:1991:QTA
- [301] MARUYA M.: Generating a Texture Map from Object-Surface Texture Data. *Computer Graphics Forum* 14, 3 (August 1995), 397–406. ISSN 1067-7055. Maruya:1995:GAT
- [302] MASON A. E. W., BLAKE E. H.: Automatic Hierarchical Level of Detail Optimization in Computer Animation. *Computer Graphics Forum* 16, 3 (August 1997), 191–200. ISSN 1067-7055. Mason:1997:AHL
- [303] MATSUSHITA K., KANEKO T.: Efficient and Handy Texture Mapping on 3D Surfaces. *Computer Graphics Forum* 18, 3 (September 1999), 349–358. ISSN 1067-7055. Matsushita:1999:EAH
- [304] MAUREL H., DUTHEN I., CAUBET R.: A 4D Ray Tracing. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 285–294. Held in Oxford, UK. Maurel:1993:A4R
- [305] MAZURYK T., GERVAUTZ M.: Two-Step Prediction and Image Deflection for Exact Head Tracking in Virtual Environments. *Computer Graphics Forum* 14, 3 (August 1995), 29–42. ISSN 1067-7055. Mazuryk:1995:TPA
- [306] MCCOOL M. D.: Accelerated Evaluation of Box Splines via a Parallel Inverse FFT. *Computer Graphics Forum* 15, 1 (1996), 35–46. ISSN 0167-7055. McCool:1996:AEO
- [307] MCCORMACK J., SHERSTYUK A.: Creating and Rendering Convolution Surfaces. *Computer Graphics Forum* 17, 2 (1998), 113–120. ISSN 1067-7055. McCormack:1998:CAR
- [308] MEISSNER M., EBERHARDT B.: The Art of Knitted Fabrics, Realistic & Physically Based Modeling Of Knitted Fabrics. *Computer Graphics Forum* 17, 3 (1998), 355–362. ISSN 1067-7055. Meissner:1998:TAO
- [309] MENCL R.: A Graph-Based Approach to Surface Reconstruction. *Computer Graphics Forum* 14, 3 (August 1995), 445–456. ISSN 1067-7055. Mencl:1995:AGA

- [310] MEY V., BREITENEDER C., DAMI L., GIBBS S., TSICHRITZIS D.: Visual Composition and Multi-media. *Computer Graphics Forum* 11, 3 (September 1992), 9–22. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Mey:1992:VCA
- [311] MEYERS D.: Multiresolution Tiling. *Computer Graphics Forum* 13, 5 (1994), 325–340. Meyers:1994:MT
- [312] MICHELIN S., MAFFIES G., ARQUÈS D., GROSSETIE J. C.: Form Factor Calculation: a New Expression with Implementations on a Parallel T.Node Computer. *Computer Graphics Forum (Eurographics '93)* 12, 3 (September 1993), 421–432. Held in Barcelona, Spain. Michelin:1993:FFC
- [313] MIKHEEV A., NOZIK M., RUBINSTEIN J.: Computation of Offset Curves by the Huygens Principle. *Computer Graphics Forum* 13, 4 (1994), 249–252. Mikheev:1994:COO
- [314] MILANESE V.: KAdeltaMOSum: a clausal language for CAD MOdeling systems with Morphological constraints. *Computer Graphics Forum* 9, 1 (March 1990), 39–51. Milanese:1990:KAC
- [315] MIZUNOY S., OKADAYY M., TORIWAKIY J.: An Interactive Designing System with Virtual Sculpting and Virtual Woodcut Printing. *Computer Graphics Forum* 18, 3 (September 1999), 183–194. ISSN 1067-7055. Mizunoy:1999:AID
- [316] MOLTEDO L., MORIGI S.: ANIMA: An Interactive Tool for Scientific Data Animation. *Computer Graphics Forum* 12, 5 (1993), 277–288. Moltedo:1993:AI
- [317] MORER P., GARCIA-ALONSO A. M., FLAQUER J.: Optimization of a Priority List Algorithm for 3-D Rendering of Buildings. *Computer Graphics Forum* 14, 4 (October 1994), 217–228. Morer:1994:OOA
- [318] MORETON H. P., SÉQUIN C. H.: Scale-Invariant Minimum-Cost Curves: Fair and Robust Design Implements. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 473–484. Held in Oxford, UK. Moreton:1993:SMC
- [319] MUMFORD A.: Report of the Eurographics UK Conference. *Computer Graphics Forum* 9, 3 (September 1990), 273. Mumford:1990:ROT
- [320] MÜNCH S., STANGENBERG M.: Intelligent Control for Haptic Displays. *Computer Graphics Forum* 15, 3 (August 1996), 217–226. ISSN 1067-7055. Munch:1996:ICF
- [321] NAKAMURA H., HIGASHI M., HOSAKA M.: Robust Computation of Intersection Graph between Two Solids. *Computer Graphics Forum* 16, 3 (August 1997), 79–88. ISSN 1067-7055. Nakamura:1997:RCO
- [322] NARAYANASWAMI C.: Efficient Parallel Gouraud Shading and Linear Interpolation over Triangles. *Computer Graphics Forum* 14, 1 (January 1994), 17–24. Narayanaswami:1994:EPG
- [323] NEELAMKAVIL F., MULLARNEY O.: A Methodology and Tool Set for Supporting the Development of Graphics User Interfaces. *Computer Graphics Forum* 10, 1 (March 1991), 37–47. Neelamkavil:1991:AMA
- [324] NEHLIG P., GHAZANFARPOUR D.: Affine Texture Mapping and Antialiasing Using Integer Arithmetic. *Computer Graphics Forum* 11, 3 (September 1992), 227–236. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Nehlig:1992:ATM
- [325] NEHLIG P. W., DUCE D. A.: GKS-9x: The Design Output Primitive, an Approach to a Specification. *Computer Graphics Forum* 13, 3 (1994), 381–392. Nehlig:1994:GTD
- [326] NEHLIG P. W., REVEILLÉS J.-P.: Fractals and Quasi-Affine Transformations. *Computer Graphics Forum* 14, 2 (March 1994), 147–157. Nehlig:1994:FAQ
- [327] NELSON D. D., COHEN E.: Interactive Mechanical Design Variation for Haptics and CAD. *Computer Graphics Forum* 18, 3 (September 1999), 287–296. ISSN 1067-7055. Nelson:1999:IMD
- [328] NEUMANN L., MATKOVIC K., NEUMANN A., PURGATHORER W.: Incident Light Metering in Computer Graphics. *Computer Graphics Forum* 17, 4 (1998), 235–247. ISSN 1067-7055. Neumann:1998:ILM
- [329] NEUMANN L., NEUMANN A., BEKAERT P.: Radiosity with Well Distributed Ray Sets. *Computer Graphics Forum* 16, 3 (August 1997), 261–270. ISSN 1067-7055. Neumann:1997:RWW
- [330] NEUMANN L., NEUMANN A., SZIRMAY-KALOS L.: Compact Metallic Reflectance Models. *Computer Graphics Forum* 18, 3 (September 1999), 161–172. ISSN 1067-7055. Neumann:1999:CMR
- [331] NEUMANN L. O., MATKOVIC K., PURGATHOFER W.: Perception Based Color Image Difference. *Computer Graphics Forum* 17, 3 (1998), 233–242. ISSN 1067-7055. Neumann:1998:PBC
- [332] NG A., SLATER M.: A Multiprocessor Implementation of Radiosity. *Computer Graphics Forum* 12, 5 (1993), 329–342. Ng:1993:AMI
- [333] NG C. M., BUSTARD D. W.: A New Real Time Geometric Transformation Matrix and its Efficient VLSI Implementation. *Computer Graphics Forum* 13, 5 (1994), 285–292. Ng:1994:ANR
- [334] NIELSEN H.-P.: Line Clipping Using Semi-Homogeneous Coordinates. *Computer Graphics Forum* 14, 1 (January 1994), 3–16. Nielsen:1994:LCU
- [335] NISHITA T., IWASAKI H., DOBASHI Y., NAKAMAE E.: A Modeling and Rendering Method for Snow by Using Metaballs. *Computer Graphics Forum* 16, 3 (August 1997), 357–364. ISSN 1067-7055. Nishita:1997:AMA

- [336] NISHITA T., NAKAMAE E.: A New Radiosity Approach Using Area Sampling for Parametric Patches. *Computer Graphics Forum (Eurographics '93)* 12, 3 (September 1993), 385–398. Held in Barcelona, Spain.
- [337] NISHITA T., NAKAMAE E.: A Method for Displaying Metaballs by using Bézier Clipping. *Computer Graphics Forum* 13, 3 (1994), 271–280.
- [338] NORTON-WAYNE L.: Inspection of Lace Using Machine Vision. *Computer Graphics Forum* 10, 2 (June 1991), 113–119.
- [339] NOSER H., THALMANN D.: Synthetic Vision and Audition for Digital Actors. *Computer Graphics Forum* 14, 3 (August 1995), 325–336. ISSN 1067-7055.
- [340] NOTKIN I., GOTSMAN C.: Parallel Progressive Ray-tracing. *Computer Graphics Forum* 16, 1 (1997), 43–55. ISSN 0167-7055.
- [341] ODDY R. J., WILLIS P. J.: A Physically Based Colour Model. *Computer Graphics Forum* 10, 2 (June 1991), 121–127.
- [342] OJALA J., INOUE K., SASAKI K., TAKANO M.: Development of an Intelligent Wheelchair Using Computer Graphics Animation nad Simulation. *Computer Graphics Forum* 10, 4 (December 1991), 285–295.
- [343] OLIVA J.-M., PERRIN M., COQUILLART S.: 3D Reconstruction of Complex Polyhedral Shapes from Contours using a Simplified Generalized Voronoi Diagram. *Computer Graphics Forum* 15, 3 (August 1996), 397–408. ISSN 1067-7055.
- [344] ORTI R., RIVIÉRE S., DURAND F., PUECH C.: Radiosity for Dynamic Scenes in Flatland with the Visibility Complex. *Computer Graphics Forum* 15, 3 (August 1996), 237–248. ISSN 1067-7055.
- [345] OSHIMA T., YUASA S., SAKANOSHITA K.-I., OGATA Y.: A CAD System for Color Design of a Car. *Computer Graphics Forum* 11, 3 (September 1992), 381–390. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl.
- [346] OTTEN D.: Report on the First Eurographics Workshop on Object-Oriented Graphics. *Computer Graphics Forum* 9, 3 (September 1990), 285–286.
- [347] OUHYOUNG M., CHUANG Y.-Y., LIANG R.-H.: Reusable Radiosity Objects. *Computer Graphics Forum* 15, 3 (August 1996), 347–356. ISSN 1067-7055.
- [348] OWEN J.: Computer Graphics and Computer-Aided Design Literature: A Keyword-Index Bibliography for the Year 1989. *Computer Graphics Forum* 9, 3 (September 1990), 257–267.
- [349] OWEN J.: Computer Graphics and Computer-aided Design Literature: A Keyword-indexed Bibliography for the year 1992. *Computer Graphics Forum* 12, 4 (October 1993), 231–242.
- [350] PAGENDARM H. G., WALTER B.: A Prototype of a Cooperative Workplace for Aerodynamicists. *Computer Graphics Forum* 12, 3 (1993), 485–496.
- [351] PALAMIDESE P., CRISE A.: Animations to Represent Multivariate Data. *Computer Graphics Forum* 13, 4 (1994), 243–248.
- [352] PALMER I. J., GRIMSDALE R. L.: Collision Detection for Animation using Sphere-Trees. *Computer Graphics Forum* 14, 2 (March 1994), 105–116.
- [353] PANDZIC I. S., CAPIN T. K., LEE E., THALMANN N. M., THALMANN D.: A Flexible Architecture for Virtual Humans in Networked Collaborative Virtual Environments. *Computer Graphics Forum* 16, 3 (August 1997), 177–188. ISSN 1067-7055.
- [354] PAQUETTE E., POULIN P., DRETTAKIS G.: A Light Hierarchy for Fast Rendering of Scenes with Many Lights. *Computer Graphics Forum* 17, 3 (1998), 63–74. ISSN 1067-7055.
- [355] PARK T.-J., LEE S., SHIN S. Y.: Optical Flow Rendering. *Computer Graphics Forum* 17, 3 (1998), 75–86. ISSN 1067-7055.
- [356] PATEL M.: Colouration Issues in Computer Generated Facial Animation. *Computer Graphics Forum* 14, 2 (March 1994), 117–126.
- [357] PATERNO F., CAMPARI I., SCOPIGNO R.: The Design and Specification of a Visual Language: An Example for Customising Geographic Information Systems Functionalities. *Computer Graphics Forum* 13, 4 (1994), 199–210.
- [358] PATERNO F., LEONARDI A.: A Semantics-Based Approach for the Design and Implementation of Interaction Objects. *Computer Graphics Forum* 13, 3 (1994), 195–204.
- [359] PATTANAIK S. N., BOUATOUCH K.: Fast Wavelet Radiosity Method. *Computer Graphics Forum* 13, 3 (1994), 407–420.
- [360] PATTANAIK S. N., MUDUR S. P.: The Potential Equation and Importance in Illumination Computations. *Computer Graphics Forum* 12, 2 (1993), 131–136. Held in Cambridge, UK.
- Nishita:1993:ANR
- Nishita:1994:AMF
- Norton-Wayne:1991:IOL
- Noser:1995:SVA
- Notkin:1997:PPR
- Oddy:1991:APB
- Ojala:1991:DOA
- Oliva:1996:3RO
- Orti:1996:RFD
- Oshima:1992:ACS
- Otten:1990:ROT
- Ouhyoung:1996:RRO
- Owen:1990:CGA
- Owen:1993:CGA
- Pagendarm:1993:APO
- Palamidese:1994:ATR
- Palmer:1994:CDF
- Pandzic:1997:AFA
- Paquette:1998:ALH
- Park:1998:OFR
- Patel:1994:CLI
- Paterno:1994:TDA
- Paterno:1994:ASA
- Pattanaik:1994:FWR
- Pattanaik:1993:TPE

- [361] PATTERSON J. W.: Fast Spheres. *Computer Graphics Forum (Eurographics '93) 12*, 3 (1993), 61–72. Held in Oxford, UK. Patterson:1993:FS
- [362] PATTERSON J. W., COCKTON G.: Composing Hierarchically Structured Images. *Computer Graphics Forum 11*, 3 (September 1992), 311–320. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Patterson:1992:CHS
- [363] PATTERSON J. W., HOGGAR S. G., LOGIE J. R.: Inverse Displacement Mapping. *Computer Graphics Forum 10*, 2 (June 1991), 129–139. Patterson:1991:IDM
- [364] PAULIN M., JESSEL J.-P.: Adaptive Mesh Generation for Progressive Radiosity: A Ray-tracing Based Algorithm. *Computer Graphics Forum 13*, 3 (1994), 421–432. Paulin:1994:AMG
- [365] PETERS J., NASRI A.: Computing Volumes of Solids Enclosed by Recursive Subdivision Surfaces. *Computer Graphics Forum 16*, 3 (August 1997), 89–94. ISSN 1067-7055. Peters:1997:CVO
- [366] PFEIFLE R., SEIDEL H.-P.: Spherical Triangular B-Splines with Application to Data Fitting. *Computer Graphics Forum 14*, 3 (August 1995), 89–96. ISSN 1067-7055. Pfeifle:1995:STB
- [367] PFEIFLE R., SEIDEL H.-P.: Fitting Triangular B-Splines to Functional Scattered Data. *Computer Graphics Forum 15*, 1 (1996), 15–24. ISSN 0167-7055. Pfeifle:1996:FTB
- [368] PIA-GARCIA N.: Boolean Operation and Spatial Complexity of Face Octrees. *Computer Graphics Forum (Eurographics '93) 12*, 3 (1993), 153–164. Held in Oxford, UK. Pia-Garcia:1993:BOA
- [369] PICKOVER C.: From Math Comes Beauty: Monkey Curves, Spirals, and Saddles. *Computer Graphics Forum 10*, 4 (December 1991), 329–331. Pickover:1991:FMC
- [370] PICKOVER C.: Million-Point Sculptures. *Computer Graphics Forum 10*, 4 (December 1991), 333–336. Pickover:1991:MS
- [371] PICKOVER C. A., RUDOLPH L.: Electronic Kaleidoscopes for the Mind. *Computer Graphics Forum 12*, 1 (1993), 41–46. Pickover:1993:EKF
- [372] PINEDA L. A.: Reference, Synthesis and Constraint Satisfaction. *Computer Graphics Forum 11*, 3 (September 1992), 333–344. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Pineda:1992:RSA
- [373] PLA-GARCIA N.: Recovering a Smooth Boundary Representation from an Edge Quadtree and from a Face Octree. *Computer Graphics Forum 13*, 4 (1994), 189–198. Pla-Garcia:1994:RAS
- [374] POST F. H., HIN A. J. S.: Report on the Second Eurographics Workshop on Visualization in Scientific Computing. *Computer Graphics Forum 10*, 3 (September 1991), 261–264. Post:1991:ROT
- [375] POSTON T., WONG T.-T., HENG P.-A.: Multiresolution Isosurface Extraction with Adaptive Skeleton Climbing. *Computer Graphics Forum 17*, 3 (1998), 137–148. ISSN 1067-7055. Poston:1998:MIE
- [376] POULET F., LUCAS M.: Modelling Megalithic Sites. *Computer Graphics Forum 15*, 3 (August 1996), 279–288. ISSN 1067-7055. Poulet:1996:MMS
- [377] POUPYREV I., WEGHORST S., BILLINGHURST M., ICHIKAWA T.: Egocentric Object Manipulation in Virtual Environments: Evaluation of Interaction Techniques. *Computer Graphics Forum 17*, 3 (1998), 41–52. ISSN 1067-7055. Poupyrev:1998:EOM
- [378] PRESTON M., HEWITT T.: Integrating Computer Animation and Multimedia. *Computer Graphics Forum 15*, 3 (August 1996), 377–386. ISSN 1067-7055. Preston:1996:ICA
- [379] PRIME M.: User Interface Management Systems - A Current Product Review. *Computer Graphics Forum 9*, 1 (March 1990), 53–76. Prime:1990:UIM
- [380] PROMAYON E., BACONNIER P., PUECH C.: Physically-Based Deformations Constrained in Displacements and Volume. *Computer Graphics Forum 15*, 3 (August 1996), 155–164. ISSN 1067-7055. Promayon:1996:PDC
- [381] PUDET T.: Real Time Fitting of Hand-Sketched Pressure Brushstrokes. *Computer Graphics Forum 13*, 3 (1994), 205–220. Pudet:1994:RTF
- [382] PUN T., BLAKE E.: Relationship between image synthesis and analysis: Towards unification? *Computer Graphics Forum 9*, 2 (March 1990), 149–163. Pun:1990:RBI
- [383] RANGAN H., RUHL M., SAUPE D.: Interactive Visualization of Implicit Surfaces with Singularities. *Computer Graphics Forum 16*, 5 (1997), 295–306. ISSN 1067-7055. Rangan:1997:IVO
- [384] RANJAN V., FOURNIER A.: Matching and Interpolation of Shapes using Unions of Circles. *Computer Graphics Forum 15*, 3 (August 1996), 129–142. ISSN 1067-7055. Ranjan:1996:MAI
- [385] RAPPOPORT A.: An efficient adaptive algorithm for constructing the convex differences tree of a simple polygon. *Computer Graphics Forum 11*, 4 (1992), 235–240. Rappoport:1992:AEA
- [386] REDDY M.: SCROOGE: Perceptually-Driven Polygon Reduction. *Computer Graphics Forum 15*, 4 (1996), 191–203. ISSN 0167-7055. Reddy:1996:SPP
- [387] REETH F. V., CONINX K., BACKER S. D., FLERACKERS E.: Realizing 3D Visual Programming Environments within a Virtual Environment. *Computer Graphics Forum 14*, 3 (August 1995), 361–370. ISSN 1067-7055. Reeth:1995:R3V

- [388] RIS P., ARQUES D.: Parallel Ray Tracing Based upon a Multilevel Topological Knowledge Acquisition of the Scene. *Computer Graphics Forum* 13, 3 (1994), 221–232. Ris:1994:PRT
- [389] ROBINSON P., SHEPPARD D., WATTS R., HARDING R., LAY S.: A framework for interacting with paper. *Computer Graphics Forum* 16, 3 (August 1997), 329–334. ISSN 1067-7055. Robinson:1997:AFF
- [390] ROGERS G., SUNG K., KUBITZ W.: Combining Graphics and Windowing Standards in the XGKS System. *Computer Graphics Forum* 9, 3 (September 1990), 229–237. Rogers:1990:CGA
- [391] RÖLL S., HAASE A., VON KIENLIN M.: Fast Generation of Leakproof Surfaces from Well-Defined Objects by a Modified Marching Cubes Algorithm. *Computer Graphics Forum* 14, 2 (March 1994), 127–138. Roell:1994:FGO
- [392] RONFARD R., ROSSIGNAC J.: Full-range Approximation of Triangulated Polyhedra. *Computer Graphics Forum* 15, 3 (August 1996), 67–76. ISSN 1067-7055. Ronfard:1996:FAO
- [393] RONFARD R. P., ROSSIGNAC J. R.: Triangulating Multiply-Connected Polygons: a Simple, yet Efficient Algorithm. *Computer Graphics Forum* 13, 3 (1994), 281–292. Ronfard:1994:TMP
- [394] ROSSIGNAC J. R., KAUL A.: AGRELS and BIPs: Metamorphosis as a Bézier Curve in the Space of Polyhedra. *Computer Graphics Forum* 13, 3 (1994), 179–184. Rossignac:1994:AAB
- [395] ROTH S. H. M., GROSS M. H., TURELLO S., CARLS F. R.: A Bernstein-Bézier Based Approach to Soft Tissue Simulation. *Computer Graphics Forum* 17, 3 (1998), 285–294. ISSN 1067-7055. Roth:1998:ABB
- [396] ROUDIER P., PEROCHE B., PERRIN M.: Landscapes Synthesis Achieved through Erosion and Deposition Process Simulation. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 375–383. Held in Oxford, UK. Roudier:1993:LSA
- [397] ROUGERON G., PÉROCHE B.: Color Fidelity in Computer Graphics: A Survey. *Computer Graphics Forum* 17, 1 (1998), 3–16. ISSN 1067-7055. Rougeron:1998:CFI
- [398] RUMPF M., SCHMIDT A., SIEBERT K. G.: Functions Defining Arbitrary Meshes - A Flexible Interface between Numerical Data and Visualization. *Computer Graphics Forum* 15, 2 (1996), 129–142. ISSN 0167-7055. Rumpf:1996:FDA
- [399] SADARJOEN I. A., POST F. H.: Deformable Surface Techniques for Field Visualization. *Computer Graphics Forum* 16, 3 (August 1997), 109–116. ISSN 1067-7055. Sadarjoen:1997:DST
- [400] SAKAS G., SCHRODER F., KOPPERT H.-J.: Pseudo-Satellitefilm: Using Fractal Clouds to Enhance Animated Weather Forecasting. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 330–338. Held in Oxford, UK. Sakas:1993:PUF
- [401] SAKAS G., WESTERMANN R.: A Functional Approach to the Visual Simulation of Gaseous Turbulence. *Computer Graphics Forum* 11, 3 (September 1992), 107–117. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelddahl. Sakas:1992:AFA
- [402] SAMARA V.: daScript3D Integrating 3D Graphics in a Page Description Language. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 315–327. Held in Oxford, UK. Samara:1993:DI3
- [403] SAMAVATI F. F., BARTELS R. M.: Multiresolution Curve and Surface Representation: Reversing Subdivision Rules by Least-Squares Data Fitting. *Computer Graphics Forum* 18, 2 (June 1999), 97–119. ISSN 1067-7055. Samavati:1999:MCA
- [404] SANZO R. M., THALMANN D.: A Hand Control and Automatic Grasping System for Synthetic Actors. *Computer Graphics Forum* 13, 3 (1994), 167–177. Sanso:1994:AHC
- [405] SANTOS A., TRISCH B.: Using Multimedia to Support Cooperative Editing. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 73–87. Held in Oxford, UK. Santos:1993:UMT
- [406] SAVCHENKO V. V., PASKO A. A., OKUNEV O. G., KUNII T. L.: Function Representation of Solids Reconstructed from Scattered Surface Points and Contours. *Computer Graphics Forum* 14, 4 (October 1994), 181–188. Savchenko:1994:FRO
- [407] SAVRANSKY G., DIMERMAN D., GOTSMAN C.: Modeling and Rendering Escher-Like Impossible Scenes. *Computer Graphics Forum* 18, 2 (June 1999), 173–179. ISSN 1067-7055. Savransky:1999:MAR
- [408] SBERT M.: An Integral Geometry Based Method for Fast Form-Factor Computation. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 409–420. Held in Oxford, UK. Sbert:1993:AIG
- [409] SBERT M.: Optimal Source Selection in Shooting Random Walk Monte Carlo Radiosity. *Computer Graphics Forum* 16, 3 (August 1997), 301–308. ISSN 1067-7055. Sbert:1997:OSS
- [410] SCHAUFLER G., STÜRZLINGER W.: A Three Dimensional Image Cache for Virtual Reality. *Computer Graphics Forum* 15, 3 (August 1996), 227–236. ISSN 1067-7055. Schaufler:1996:ATD
- [411] SCHETTINI R.: Deriving Spectral Reflectance Functions of Computer-Simulated Object Colours. *Computer Graphics Forum* 13, 4 (1994), 211–217. Schettini:1994:DSR
- [412] SCHIRMACHER H., HEIDRICH W., SEIDEL H.-P.: Adaptive Acquisition of Lumigraphs from Synthetic Scenes. *Computer Graphics Forum* 18, 3 (September 1999), 151–160. ISSN 1067-7055. Schirmacher:1999:AAO

- [413] SCHLEICH R., DÜRST M. J.: Beyond WYSIWYG: Display of Hidden Information in Graphics Editors. *Computer Graphics Forum* 13, 3 (1994), 185–194. Schleich:1994:BWD
- [414] SCHLICK C.: A Survey of Shading and Reflectance Models. *Computer Graphics Forum* 13, 2 (June 1994), 121–131. Schlick:1994:ASO
- [415] SCHLICK C.: An Inexpensive BRDF Model for Physically-Based Rendering. *Computer Graphics Forum* 13, 3 (1994), 233–246. Schlick:1994:AIB
- [416] SCHMALSTIEG D., GERVAUTZ M.: Demand-Driven Geometry Transmission for Distributed Virtual Environments. *Computer Graphics Forum* 15, 3 (August 1996), 421–431. ISSN 1067-7055. Schmalstieg:1996:DGT
- [417] SCHRÖDER P., GORTLER S. J., COHEN M. F., HANRAHAN P.: Wavelet Projections for Radiosity. *Computer Graphics Forum* 13, 2 (June 1994), 141–151. Schroder:1994:WPF
- [418] SÉÉBOLD P., SLOWINSKI K.: The Shortest Way to Draw a Connected Picture. *Computer Graphics Forum* 10, 4 (December 1991), 319–327. Seebold:1991:TSW
- [419] SERÓN F. J., TORRENS J. J., MAGALLÓN J. A.: Quality Control of an Interpolation Method for Discontinuous Parametric Surfaces. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 461–471. Held in Oxford, UK. Seron:1993:QCO
- [420] SHAMIR A., RAPPOPORT A.: Extraction of Typographic Elements from Outline Representations of Fonts. *Computer Graphics Forum* 15, 3 (August 1996), 259–268. ISSN 1067-7055. Shamir:1996:EOT
- [421] SHAW E.: Hierarchical Radiosity for Dynamic Environments. *Computer Graphics Forum* 16, 2 (1997), 107–118. ISSN 0167-7055. Shaw:1997:HRF
- [422] SHERSTYUK A.: Fast Ray Tracing of Implicit Surfaces. *Computer Graphics Forum* 18, 2 (June 1999), 139–147. ISSN 1067-7055. Sherstyuk:1999:FRT
- [423] SHINYA M., FOURNIER A.: Stochastic Motion - Motion Under the Influence of Wind. *Computer Graphics Forum* 11, 3 (September 1992), 119–128. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Shinya:1992:SMM
- [424] SHIRMAN L. A., ABI-EZZI S. S.: The Cone of Normals Technique for Fast Processing of Curved Patches. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 261–272. Held in Oxford, UK. Shirman:1993:TCO
- [425] SILLION F. X., DRETTAKIS G., BODELET B.: Efficient Impostor Manipulationfor Real-Time Visualization of Urban Scenery. *Computer Graphics Forum* 16, 3 (August 1997), 207–218. ISSN 1067-7055. Sillion:1997:EIM
- [426] SILTANEN P., WOODWARD C.: Normal orientation methods for 3D offset curves, sweep surfaces and skinning. *Computer Graphics Forum* 11, 3 (September 1992), 449–457. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Siltanen:1992:NOM
- [427] SKALA V.: An Efficient Algorithm for Line Clipping by Convex and Non-convex Polyhedra in E3. *Computer Graphics Forum* 15, 1 (1996), 61–68. ISSN 0167-7055. Skala:1996:AEA
- [428] SLOAN P.-P. J., WEINSTEIN D. M., BREDERSON J. D.: Importance Driven Texture Coordinate Optimization. *Computer Graphics Forum* 17, 3 (1998), 97–104. ISSN 1067-7055. Sloan:1998:IDT
- [429] SLUSALLEK P., PFLAUM T., SEIDEL H.-P.: Implementing RenderMan - Practice, Problems and Enhancements. *Computer Graphics Forum* 13, 3 (1994), 443–454. Slusallek:1994:IR
- [430] SLUSALLEK P., PFLAUM T., SEIDEL H.-P.: Using Procedural RenderMan Shaders for Global Illumination. *Computer Graphics Forum* 14, 3 (August 1995), 311–324. ISSN 1067-7055. Slusallek:1995:UPR
- [431] SMETS-SOLANES J.-P.: Vector Field Based Texture Mapping ofanimated Implicit Objects. *Computer Graphics Forum* 15, 3 (August 1996), 289–300. ISSN 1067-7055. Smets-Solanes:1996:VFB
- [432] SMITH S., DUKE D., MASSINK M.: The Hybrid World of Virtual Environments. *Computer Graphics Forum* 18, 3 (September 1999), 297–308. ISSN 1067-7055. Smith:1999:THW
- [433] SNIBBE S. S.: A Direct Manipulation Interface for 3D Computer Animation. *Computer Graphics Forum* 14, 3 (August 1995), 271–284. ISSN 1067-7055. Snibbe:1995:ADM
- [434] SOEDE D., ARBAB F., HERMAN I., TEN HAGEN P. J. W.: The GKS Input Model in Manifold. *Computer Graphics Forum* 10, 3 (September 1991), 209–224. Soede:1991:TGI
- [435] SOETEBIER I., DÖRNER R., BRAUN N.: Seamless Integration of Databases in VR for Constructing Virtual Environments. *Computer Graphics Forum* 18, 3 (September 1999), 331–338. ISSN 1067-7055. Soetebier:1999:SIO
- [436] SOUSA M. C., BUCHANAN J. W.: Computer-Generated Graphite Pencil Rendering of 3D Polygonal Models. *Computer Graphics Forum* 18, 3 (September 1999), 195–208. ISSN 1067-7055. Sousa:1999:CGP
- [437] SPEER L. R., SZYSZKOWICZ M.: Block Iterations in the Complex Plane. *Computer Graphics Forum* 10, 1 (March 1991), 67–70. Szyszkowicz:1991:BII
- [438] STAM J.: Stochastic Dynamics: Simulating the Effects of Turbulence on Flexible Structures. *Computer Graphics Forum* 16, 3 (August 1997), 159–164. ISSN 1067-7055. Stam:1997:SDS

- [439] STAMMINGER M., SCHIRMACHER H., SLUSALLEK P., SEIDEL H.-P.: Getting Rid of Links in Hierarchical Radiosity. *Computer Graphics Forum* 17, 3 (1998), 165–174. ISSN 1067-7055. Stamminger:1998:GRO
- [440] STAMMINGER M., SLUSALLEK P., SEIDEL H.-P.: Bounded Radiosity - Illumination on General Surfaces and Clusters. *Computer Graphics Forum* 16, 3 (August 1997), 309–318. ISSN 1067-7055. Stamminger:1997:BR
- [441] STEED A., SLATER M.: 3D Interaction with the Desktop Bat. *Computer Graphics Forum* 14, 2 (March 1994), 97–104. Steed:1994:3IW
- [442] STOLTE N., CAUBET R.: Discrete Ray-Tracing of Huge Voxel Spaces. *Computer Graphics Forum* 14, 3 (August 1995), 383–394. ISSN 1067-7055. Stolte:1995:DRO
- [443] STREIT L. M., BUCHANAN J. W.: Importance Driven Halftoning. *Computer Graphics Forum* 17, 3 (1998), 207–218. ISSN 1067-7055. Streit:1998:IDH
- [444] STROTHOTTE T., PREIM B., RAAB A., SCHUMANN J., FORSEY D. R.: How to Render Frames and Influence People. *Computer Graphics Forum* 13, 3 (1994), 455–466. Strothotte:1994:HTR
- [445] SUDARSKY O., GOTSMAN C.: Output-Sensitive Visibility Algorithms for Dynamic Scenes with Applications to Virtual Reality. *Computer Graphics Forum* 15, 3 (August 1996), 249–258. ISSN 1067-7055. Sudarsky:1996:OVA
- [446] SUGIHARA K.: A Robust and Consistent Algorithm for Intersecting Convex Polyhedra. *Computer Graphics Forum* 13, 3 (1994), 45–54. Sugihara:1994:ARA
- [447] SUMNER R., O'BRIEN J. F., HODGINS J. K.: Animating Sand, Mud, and Snow. *Computer Graphics Forum* 18, 1 (March 1999), 17–26. ISSN 1067-7055. Sumner:1999:ASM
- [448] SUN J., ZOU L. Q., GRIMSDALE R. L.: The Determination of Form-Factors by Lookup Table. *Computer Graphics Forum* 12, 4 (October 1993), 191–198. Sun:1993:TDO
- [449] SUNG K.: Area Sampling Buffer: Tracing Rays with Z-Buffer Hardware. *Computer Graphics Forum* 11, 3 (September 1992), 299–310. Sung:1992:ASB
- [450] SUTCLIFFE D. C., GALLOP J. R., MAYBURY R., DAY R. A., DUCE D. A., REYNOLDS G. J.: The ARGOSI Classification Scheme for Graphics and Networking Applications. *Computer Graphics Forum* 12, 2 (June 1993), 123–130. Sutcliffe:1993:TAC
- [451] SUYKENS F., WILLEMS Y. D.: Weighted Multipass Methods for Global Illumination. *Computer Graphics Forum* 18, 3 (September 1999), 209–220. ISSN 1067-7055. Suykens:1999:WMM
- [452] SZALAVÁRI Z., GERVAUTZ M.: The Personal Interaction Panel - a Two-Handed Interface for Augmented Reality. *Computer Graphics Forum* 16, 3 (August 1997), 335–346. ISSN 1067-7055. Szalavari:1997:TPI
- [453] SZIRMAY-KALOS L.: Stochastic Iteration for Non-diffuse Global Illumination. *Computer Graphics Forum* 18, 3 (September 1999), 233–244. ISSN 1067-7055. Szirmay-Kalos:1999:SIF
- [454] SZIRMAY-KALOS L., FÓRIS T., NEUMANN L., CSÉBFALVI B.: An Analysis of Quasi-Monte Carlo Integration Applied to the Transillumination Radiosity Method. *Computer Graphics Forum* 16, 3 (August 1997), 271–282. ISSN 1067-7055. Szirmay-Kalos:1997:AAO
- [455] SZYSZKOWICZ M.: A Survey of Several Root-Finding Methods in the Plane. *Computer Graphics Forum* 10, 2 (June 1991), 141–144. Szyszkojowicz:1991:ASO
- [456] SZYSZKOWICZ M.: Computer Art from Numerical Methods. *Computer Graphics Forum* 10, 3 (September 1991), 255–259. Szyszkojowicz:1991:CAF
- [457] TABATABAI B., SESSAREGO E. A., MAYER H. F.: Volume Rendering on Non-Regular Grids. *Computer Graphics Forum* 13, 3 (1994), 247–258. Tabatabai:1994:VRO
- [458] TADAMURA K., NAKAMAE E., KANEDA K., BABA M., YAMASHITA H., NISHITA T.: Modeling of Skylight and Rendering of Outdoor Scenes. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 189–200. Held in Oxford, UK. Tadamura:1993:MOS
- [459] TAKAHASHI S., IKEDA T., SHINAGAWA Y., KUNII T. L., UEDA M.: Algorithms for Extracting Correct Critical Points and Constructing Topological Graphs from Discrete Geographical Elevation Data. *Computer Graphics Forum* 14, 3 (August 1995), 181–192. ISSN 1067-7055. Takahashi:1995:AFE
- [460] TAL A., ELBER G.: Image Morphing with Feature Preserving Texture. *Computer Graphics Forum* 18, 3 (September 1999), 339–348. ISSN 1067-7055. Tal:1999:IMW
- [461] TANAKA T., OHNISHI N.: Painting-like Image Emphasis based on Human Vision Systems. *Computer Graphics Forum* 16, 3 (August 1997), 253–260. ISSN 1067-7055. Tanaka:1997:PIE
- [462] TANAKA T., TAKAHASHI T.: Cross Scan Buffer and its Applications. *Computer Graphics Forum* 13, 3 (1994), 467–376. Tanaka:1994:CSB
- [463] TANAKA T., TAKAHASHI T.: Fast Shadowing Algorithm for Linear Light Sources. *Computer Graphics Forum* 14, 3 (August 1995), 205–216. ISSN 1067-7055. Tanaka:1995:FSA
- [464] TANAKA T., TAKAHASHI T.: Fast Analytic Shading and Shadowing for Area Light Sources. *Computer Graphics Forum* 16, 3 (August 1997), 231–240. ISSN 1067-7055. Tanaka:1997:FAS

- [465] TEN HAGEN P., SCHÖNHUT J.: EUROPE'92 - The Computer Graphics Market: Challenge and Opportunity. A R&D Institute's View of a Workshop Held in Darmstadt in December 1989. *Computer Graphics Forum* 9, 4 (December 1990), 388. Hagen:1990:ET
- [466] THALMANN N. M.: Efficient Self-Collision Detection on Smoothly Discretized Surface Animations using Geometrical Shape Regularity. *Computer Graphics Forum* 13, 3 (1994), 155–166. Thalmann:1994:ESD
- [467] THEISEL H., KREUSELER M.: An Enhanced Spring Model for Information Visualization. *Computer Graphics Forum* 17, 3 (1998), 335–344. ISSN 1067-7055. Theisel:1998:AES
- [468] THEOHARIS T. A., TRAVIS A. R. L., WISEMAN N. E.: 3D display: Synthetic image generation and visual effect simulation. *Computer Graphics Forum* 9, 4 (December 1990), 337–348. Theoharis:1990:3DS
- [469] THÜRMER G., WÜTHRICH C. A.: Normal Computation for Discrete Surfaces in 3D Space. *Computer Graphics Forum* 16, 3 (August 1997), 15–26. ISSN 1067-7055. Thurmer:1997:NCF
- [470] TOKUMASU S., HARASHIMA I., NAKAJIMA N.: Spanning A C1-Surface over a Given Wireframe. *Computer Graphics Forum* 12, 4 (October 1993), 211–218. Tokumasu:1993:SA
- [471] TORRES J. C., CLARES B.: Graphic Objects: A Mathematical Abstract Model for Computer Graphics. *Computer Graphics Forum* 12, 5 (1993), 311–327. Torres:1993:GOA
- [472] TORRES J. C., CLARES B.: A Formal Approach to the Specification of Graphic Objects Functions. *Computer Graphics Forum* 13, 3 (1994), 371–380. Torres:1994:AFA
- [473] TURNER M. J., WISEMAN N. E.: Efficient Lossless Image Contour Coding. *Computer Graphics Forum* 15, 2 (1996), 107–118. ISSN 0167-7055. Turner:1996:ELI
- [474] TURNER R., GOBBETTI E.: Interactive Construction and Animation of Layered Elastically Deformable Characters. *Computer Graphics Forum* 17, 2 (1998), 135–152. ISSN 1067-7055. Turner:1998:ICA
- [475] TURNER R., GOBBETTI E., SOBOROFF I.: Head-Tracked Stereo Viewing with Two-Handed 3D Interactionfor Animated Character Construction. *Computer Graphics Forum* 15, 3 (August 1996), 197–206. ISSN 1067-7055. Turner:1996:HSV
- [476] TURNER R., LI S., GOBBETTI E.: Metis - An Object-Oriented Toolkit for Constructing Virtual Reality Applications. *Computer Graphics Forum* 18, 2 (June 1999), 121–130. ISSN 1067-7055. Turner:1999:MAO
- [477] URBAN B., HABERSTROH T.: Ray Tracing and Graphics Standards. *Computer Graphics Forum* 11, 1 (March 1992), 55–60. Urban:1992:RTA
- [478] VAN DE PANNE M.: From Footprints to Animation. *Computer Graphics Forum* 16, 4 (1997), 211–224. Panne:1997:FFT ISSN 1067-7055.
- [479] VAN DEN BOS J., LAFFRA C.: Project DIGIS Building interactive applications by direct manipulation. *Computer Graphics Forum* 9, 3 (September 1990), 181–193. Bos:1990:PDB
- [480] VAN EMMERIK M. J. G. M.: A Direct Manipulation Technique for Specifying 3D Object Transformations with a 2D Input Device. *Computer Graphics Forum* 9, 4 (December 1990), 355–362. Emmerik:1990:ADM
- [481] VAN HINTUM J. E. A., REYNOLDS G. J.: A Multimedia Constraint System (or: do we have it MADE). *Computer Graphics Forum* 14, 3 (August 1995), 135–148. ISSN 1067-7055. Hintum:1995:AMC
- [482] VAN NIEUWENHUIZEN P. R., KIEWIET O., BRONSVORST W. F.: An Integrated Line Tracking and Vectorization Algorithm. *Computer Graphics Forum* 13, 3 (1994), 349–359. Nieuwenhuizen:1994:AIL
- [483] VAN WALSUM T., POST F. H.: Selective Visualization of Vector Fields. *Computer Graphics Forum* 13, 3 (1994), 339–347. Walsum:1994:SVO
- [484] VANDONI C. E., DUCE D. A.: Revisions to the EUROGRAPHICS Bye-laws. *Computer Graphics Forum* 9, 3 (September 1990), 295–296. Vandoni:1990:RTT
- [485] VASSILEV T. I.: Interactive Sculpting with Deformable Nonuniform B-Splines. *Computer Graphics Forum* 16, 4 (1997), 191–200. ISSN 1067-7055. Vassilev:1997:ISW
- [486] VELHO L., GOMES J.: Approximate Conversion of Parametric to Implicit Surfaces. *Computer Graphics Forum* 15, 5 (1996), 327–337. ISSN 0167-7055. Velho:1996:ACO
- [487] VELTKAMP R.: Report on the Second Eurographics Workshop on Object-Oriented Graphics. *Computer Graphics Forum* 10, 4 (December 1991), 357–358. Veltkamp:1991:ROT
- [488] VELTKAMP R. C.: 3D Computational Morphology. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 115–127. Held in Oxford, UK. Veltkamp:1993:3CM
- [489] VELTKAMP R. C.: Generic Geometric Programming in the Computational Geometry Algorithms Library. *Computer Graphics Forum* 18, 2 (June 1999), 131–137. ISSN 1067-7055. Veltkamp:1999:GGP
- [490] VELTKAMP R. C., WESSELINK W.: Modeling 3D Curves of Minimal Energy. *Computer Graphics Forum* 14, 3 (August 1995), 97–110. ISSN 1067-7055. Veltkamp:1995:M3C
- [491] VEMURI B. C., CAO Y., CHEN L.: Fast Collision Detection Algorithms with Applications to Particle Flow. *Computer Graphics Forum* 17, 2 (1998), 121–134. ISSN 1067-7055. Vemuri:1998:FCD

- [492] VENTURA A. D., ONGARO P., SCHETTINI R.: Pictorial Editing by Shape Matching Techniques. *Computer Graphics Forum* 12, 2 (June 1993), 111–122. Ventura:1993:PEB
- [493] VERYOVKA O., BUCHANAN J.: Comprehensive Halftoning of 3D Scenes. *Computer Graphics Forum* 18, 3 (September 1999), 13–22. ISSN 1067-7055. Veryovka:1999:CHO
- [494] VISVALINGAM M., WHYATT J. D.: The Douglas-Peucker algorithm for line simplification: Re-evaluation through visualization. *Computer Graphics Forum* 9, 3 (September 1990), 213–228. Visvalingam:1990:TDA
- [495] VISVALINGAM M., WHYATT J. D.: Cartographic Algorithms: Problems of Implementing and Evaluation and the Impact of Digitising Errors. *Computer Graphics Forum* 10, 3 (September 1991), 225–235. Visvalingam:1991:CAP
- [496] VOLLMER J., MENCL R., MULLER H.: Improved Laplacian Smoothing of Noisy Surface Meshes. *Computer Graphics Forum* 18, 3 (September 1999), 131–138. ISSN 1067-7055. Vollmer:1999:ILS
- [497] VOLBOJ A.: The Method of Dynamical Palette Construction in the Realistic Visualization System. *Computer Graphics Forum* 12, 5 (1993), 289–296. Volboj:1993:TMO
- [498] WAINER M., TAN T.: A Library for Developing PHIGS Programming Tools in a PEX Environment. *Computer Graphics Forum* 12, 4 (October 1993), 219–230. Wainer:1993:ALF
- [499] WALTER M., FOURNIER A.: Growing and Animating Polygonal Models of Animals. *Computer Graphics Forum* 16, 3 (August 1997), 151–158. ISSN 1067-7055. Walter:1997:GAA
- [500] WANG D., HERMAN I., REYNOLDS G. J.: The Open Inventor Toolkit and the PREMO Standard. *Computer Graphics Forum* 16, 4 (1997), 159–176. ISSN 1067-7055. Wang:1997:TOI
- [501] WANG L., BOTTA D., ELLEFSON C., FOURNIER A.: Modelling the Garden of Perfect Brightness. *Computer Graphics Forum* 16, 3 (August 1997), 365–369. ISSN 1067-7055. Wang:1997:MTG
- [502] WANG W., GRINSTEIN G.: A Survey of 3D Solid Reconstruction from 2D Projection Line Drawings. *Computer Graphics Forum* 12, 2 (June 1993), 137–158. Wang:1993:ASO
- [503] WANG Y., BAO H., PENG Q.: Accelerated Walkthroughs of Virtual Environments Based on Visibility Preprocessing and Simplification. *Computer Graphics Forum* 17, 3 (1998), 187–194. ISSN 1067-7055. Wang:1998:AWO
- [504] WEIMER H., WARREN J.: Subdivision Schemes for Thin Plate Splines. *Computer Graphics Forum* 17, 3 (1998), 303–314. ISSN 1067-7055. Weimer:1998:SSF
- [505] WESTERMANN R., ERTL T.: A Multiscale Approach to Integrated Volume Segmentation and Rendering. *Computer Graphics Forum* 16, 3 (August 1997), 117–128. ISSN 1067-7055. Westermann:1997:AMA
- [506] WHITAKER R. T., CRAMPTON C., BREEN D. E., TUCERYAN M., ROSE E.: Object Calibration for Augmented Reality. *Computer Graphics Forum* 14, 3 (August 1995), 15–28. ISSN 1067-7055. Whitaker:1995:OCF
- [507] WIEGAND T. F.: Interactive Rendering of CSG Models. *Computer Graphics Forum* 15, 4 (1996), 249–261. ISSN 0167-7055. Wiegand:1996:IRO
- [508] WILLIS P., HUNTER A.: A Picture Archive Browser. *Computer Graphics Forum* 10, 1 (March 1991), 49–59. Willis:1991:APA
- [509] WILLIS P., ODDY R.: Rendering NURB Regions For 2D Animation. *Computer Graphics Forum* 11, 3 (September 1992), 35–44. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Willis:1992:RNR
- [510] WILSON A., LARSEN E., MANOCHA D., LIN M. C.: Partitioning and Handling Massive Models for Interactive Collision Detection. *Computer Graphics Forum* 18, 3 (September 1999), 319–330. ISSN 1067-7055. Wilson:1999:PAH
- [511] WONKA P., SCHMALSTEIG D.: Occluder Shadows for Fast Walkthroughs of Urban Environments. *Computer Graphics Forum* 18, 3 (September 1999), 51–60. ISSN 1067-7055. Wonka:1999:OSF
- [512] WOOTEN W. L., HODGINS J. K.: Animation of Human Diving. *Computer Graphics Forum* 15, 1 (1996), 3–14. ISSN 0167-7055. Wooten:1996:AOH
- [513] WU J.: Simulating Natural Light. *Computer Graphics Forum* 9, 4 (December 1990), 349–354. Wu:1990:SNL
- [514] WU J.-R., OUHYOUNG M.: Reducing the Latency in Head-Mounted Displays by a Novel Prediction Method using Grey System Theory. *Computer Graphics Forum* 13, 3 (1994), 503–512. Wu:1994:RTL
- [515] WYVILL B., GUY A., GALIN E.: Extending the CSG Tree. Warping, Blending and Boolean Operations in an Implicit Surface Modeling System. *Computer Graphics Forum* 18, 2 (June 1999), 149–158. ISSN 1067-7055. Wyvill:1999:ETC
- [516] YAGEL R., KAUFMANN A.: Template-Based Volume Viewing. *Computer Graphics Forum* 11, 3 (September 1992), 153–167. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Yagel:1992:TVV
- [517] YAMAGUCHI F., NIIZEKI M.: A New Paradigm for Geometric Processing. *Computer Graphics Forum (Eurographics '93)* 12, 3 (1993), 177–188. Held in Oxford, UK. Yamaguchi:1993:ANP
- [518] YAO C., ROKNE J. G.: Fat curves. *Computer Graphics Forum* 10 (1991), 237–248. Yao:1991:FC
- [519] YAO C., ROKNE J. G.: Applying Roughing-Up Integral Linear Interpolation to the Scan-Conversion of Filled Polygons. *Computer Graphics Forum* 16, 2 (1997), 101–106. ISSN 0167-7055. Yao:1997:ARI

- [520] YONG-KUI L.: The Generation of Circular Arcs on Hexagonal Grids. *Computer Graphics Forum* 12, 1 (1993), 21–26. Yong-Kui:1993:TGO
- [521] YONG-KUI L.: The Generation of Straight Lines on Hexagonal Grids. *Computer Graphics Forum* 12, 1 (1993), 27–32. Yong-Kui:1993:TGS
- [522] YONG-KUI L.: An All-Integer Algorithm for Drawing Anti-aliased Straight Lines. *Computer Graphics Forum* 13, 4 (1994), 219–221. Yong-Kui:1994:AAA
- [523] YOSHIDA N., SHIOKAWA M., YAMAGUCHI F.: Solid Modeling Based on a New Paradigm. *Computer Graphics Forum* 13, 3 (1994), 55–64. Yoshida:1994:SMB
- [524] YU Y., PENG Q.: Multiresolution B-spline Radiosity. *Computer Graphics Forum* 14, 3 (August 1995), Yu:1995:MBR 285–298. ISSN 1067-7055.
- [525] YU Y., WU H.: A Rendering Equation for Specular Transfers and Its Integration into Global Illumination. *Computer Graphics Forum* 16, 3 (August 1997), 283–292. ISSN 1067-7055. Yu:1997:ARE
- [526] ZAIR C. E., TOSAN E.: Fractal Modeling using Free Form Techniques. *Computer Graphics Forum* 15, 3 (August 1996), 269–278. ISSN 1067-7055. Zair:1996:FMU
- [527] ZAKAI Y., RAPPOPORT A.: Three-Dimensional Modeling and Effects on Still Images. *Computer Graphics Forum* 15, 3 (August 1996), 3–10. ISSN 1067-7055. Zakai:1996:TMA
- [528] ZALIK B., CLAPWORTHY G., OBLONSEK C.: An Efficient Code-Based Voxel-Traversing Algorithm. *Computer Graphics Forum* 16, 2 (1997), 119–128. ISSN 0167-7055. Zalik:1997:AEC
- [529] ZANINETTI J., BOY P., PEROCHE B.: An Adaptive Method for Area Light Sources and Daylight in Ray Tracing. *Computer Graphics Forum* 18, 3 (September 1999), 139–150. ISSN 1067-7055. Zaninetti:1999:AAM
- [530] ZANINETTI J., SERPAGGI X., PÉROCHE B.: A Vector Approach for Global Illumination in Ray Tracing. *Computer Graphics Forum* 17, 3 (1998), 149–158. ISSN 1067-7055. Zaninetti:1998:AVA
- [531] ZEMCIK P., CHALMERS A.: Optimised CSG Tree Evaluation for Space Subdivision. *Computer Graphics Forum* 14, 2 (March 1994), 139–146. Zemcik:1994:OCT
- [532] ZHENG J. M., CHAN K. W., GIBSON I.: A New Approach for Direct Manipulation of Free-Form Curve. *Computer Graphics Forum* 17, 3 (1998), 327–334. ISSN 1067-7055. Zheng:1998:ANA
- [533] ZHOU T. Z.-Y., KUBITZ W. J.: An Object-Oriented View of the User Interface. *Computer Graphics Forum* 11, 3 (September 1992), 81–92. EG92: Cambridge, UK., Editors: A. Kilgour and L. Kjelldahl. Zhou:1992:AOO