

References

- [1] ADAMS B., DUTR P.: Boolean Operations on Surfel-Bounded Solids Using Programmable Graphics Hardware. In Gross et al. [22], pp. 19–24. SPBG04:019-024:2004
- [2] ADAMS B., WICKE M., DUTR P., GROSS M., PAULY M., TESCHNER M.: Interactive 3D Painting on Point-Sampled Objects. In Gross et al. [22], pp. 57–66. SPBG04:057-066:2004
- [3] ALEXA M., ADAMSON A.: On Normals and Projection Operators for Surfaces Defined by Point Sets. In Gross et al. [22], pp. 149–155. SPBG04:149-155:2004
- [4] ALEXA M., RUSINKIEWICZ S., PAULY M., ZWICKER M. (Eds.): *Symposium on Point-Based Graphics* (Stony Brook, NY, 2005), Eurographics Association. SPBG05-proc
- [5] ALLSGRE R., CHAINE R., AKKOCHE S.: A Dynamic Surface Reconstruction Framework for Large Unstructured Point Sets. In Botsch et al. [8], pp. 17–26. SPBG06:017-026:2006
- [6] AMENTA N., KIL Y. J.: The Domain of a Point Set Surface. In Gross et al. [22], pp. 139–147. SPBG04:139-147:2004
- [7] ANDERSSON M., GIESEN J., PAULY M., SPECKMANN B.: Bounds on the k-Neighborhood for Locally Uniformly Sampled Surfaces. In Gross et al. [22], pp. 167–171. SPBG04:167-171:2004
- [8] BOTSCH M., CHEN B., PAULY M., ZWICKER M. (Eds.): *Symposium on Point-Based Graphics* (Boston, Massachusetts, USA, 2006), Eurographics Association. SPBG06-proc
- [9] BOTSCH M., HORNING A., ZWICKER M., KOBBELT L.: High-Quality Surface Splatting on Today's GPUs. In Alexa et al. [4], pp. 17–24. SPBG05:017-024:2005
- [10] BOTSCH M., PAJAROLA R., CHEN B., ZWICKER M. (Eds.): *Symposium on Point Based Graphics* (Prague, Czech Republic, 2007), Eurographics Association. SPBG07-proc
- [11] BOTSCH M., SPERNAT M., KOBBELT L.: Phong Splatting. In Gross et al. [22], pp. 25–32. SPBG04:025-032:2004
- [12] BOUBEKEUR T., SCHLICK C.: Interactive Out-Of-Core Texturing with Point-Sampled Textures. In Botsch et al. [8], pp. 67–73. SPBG06:067-073:2006
- [13] BOUBEKEUR T., SORKINE O., SCHLICK C.: SIMOD: Making Freeform Deformation Size-Insensitive. In Botsch et al. [10], pp. 47–56. SPBG07:47-56:2007
- [14] BREMER P.-T., HART J. C.: A Sampling Theorem for MLS Surfaces. In Alexa et al. [4], pp. 47–54. SPBG05:047-054:2005
- [15] CAZALS F., GIESEN J., PAULY M., ZOMORODIAN A.: Conformal Alpha Shapes. In Alexa et al. [4], pp. 55–61. SPBG05:055-061:2005
- [16] CLARENZ U., RUMPF M., TELEA A.: Finite Elements on Point Based Surfaces. In Gross et al. [22], pp. 201–211. SPBG04:201-211:2004
- [17] COLLINS A., ZOMORODIAN A., CARLSSON G., GUIBAS L.: A Barcode Shape Descriptor for Curve Point Cloud Data. In Gross et al. [22], pp. 181–191. SPBG04:181-191:2004
- [18] DE SILVA V., CARLSSON G.: Topological estimation using witness complexes. In Gross et al. [22], pp. 157–166. SPBG04:157-166:2004
- [19] DEY T. K., GIESEN J., GOSWAMI S.: Shape Segmentation and Matching from Noisy Point Clouds. In Gross et al. [22], pp. 193–199. SPBG04:193-199:2004
- [20] DEY T. K., LI G., SUN J.: Normal Estimation for Point Clouds: A Comparison Study for a Voronoi Based Method. In Alexa et al. [4], pp. 39–46. SPBG05:039-046:2005
- [21] GOBBETTI E., MARTON F.: Layered Point Clouds. In Gross et al. [22], pp. 113–120. SPBG04:113-120:2004
- [22] GROSS M., PFISTER H., ALEXA M., RUSINKIEWICZ S. (Eds.): *Symposium on Point-Based Graphics* (Zürich, Switzerland, 2004), Eurographics Association. SPBG04-proc
- [23] GUAN X., MUELLER K.: Point-based Surface Rendering with Motion Blur. In Gross et al. [22], pp. 33–40. SPBG04:033-040:2004
- [24] GUENNEBAUD G., BARTHE L., PAULIN M.: Real-Time Point Cloud Refinement. In Gross et al. [22], pp. 41–48. SPBG04:041-048:2004
- [25] GUENNEBAUD G., BARTHE L., PAULIN M.: Splat/Mesh Blending, Perspective Rasterization and Transparency for Point-Based Rendering. In Botsch et al. [8], pp. 49–57. SPBG06:049-057:2006
- [26] HOLST M., SCHUMANN H.: Surfel-Based Billboard Hierarchies for Fast Rendering of 3D-Objects. In Botsch et al. [10], pp. 109–118. SPBG07:109-118:2007
- [27] HUANG Y., PENG J., KUO C.-C. J., GOPI M.: Octree-Based Progressive Geometry Coding of Point Clouds. In Botsch et al. [8], pp. 103–110. SPBG06:103-110:2006
- [28] HUBO E., MERTENS T., HABER T., BEKAERT P.: Self-Similarity-Based Compression of Point Clouds, with Application to Ray Tracing. In Botsch et al. [10], pp. 129–137. SPBG07:129-137:2007
- [29] KEISER R., ADAMS B., GASSER D., BAZZI P., DUTR P., GROSS M.: A Unified Lagrangian Approach to Solid-Fluid Animation. In Alexa et al. [4], pp. 125–133. SPBG05:125-133:2005

- [30] KIL Y. J., MEDEROS B., AMENTA N.: Laser Scanner Super-resolution. In Botsch et al. [8], pp. 9–15. SPBG06:009-015:2006
- [31] KITAGO M., GOPI M.: Efficient and Prioritized Point Subsampling for CSRBF Compression. In Botsch et al. [8], pp. 121–128. SPBG06:121-128:2006
- [32] KLEIN J., ZACHMANN G.: Proximity Graphs for Defining Surfaces over Point Clouds. In Gross et al. [22], pp. 131–138. SPBG04:131-138:2004
- [33] KRLGER J., SCHNEIDER J., WESTERMANN R.: DUODECIM - A Structure for Point Scan Compression and Rendering. In Alexa et al. [4], pp. 99–107. SPBG05:099-107:2005
- [34] LIEN J.-M.: Approximate Star-Shaped Decomposition of Point Set Data. In Botsch et al. [10], pp. 73–80. SPBG07:73-80:2007
- [35] MARROQUIM R., KRAUS M., CAVALCANTI P. R.: Efficient Point-Based Rendering Using Image Reconstruction. In Botsch et al. [10], pp. 101–108. SPBG07:101-108:2007
- [36] MEMOLI F.: On the use of Gromov-Hausdorff Distances for Shape Comparison. In Botsch et al. [10], pp. 81–90. SPBG07:81-90:2007
- [37] MIAO L., HUANG J., LIU X., BAO H., PENG Q., GUO B.: Computing Variation Modes for Point Set Surfaces. In Alexa et al. [4], pp. 63–69. SPBG05:063-069:2005
- [38] NEHAB D., SHILANE P.: Stratified Point Sampling of 3D Models. In Gross et al. [22], pp. 49–56. SPBG04:049-056:2004
- [39] OCHOTTA T., SAUPE D.: Compression of Point-Based 3D Models by Shape-Adaptive Wavelet Coding of Multi-Height Fields. In Gross et al. [22], pp. 103–112. SPBG04:103-112:2004
- [40] PAULY M., MITRA N. J., GUIBAS L. J.: Uncertainty and Variability in Point Cloud Surface Data. In Gross et al. [22], pp. 77–84. SPBG04:077-084:2004
- [41] POPESCU V., SACKS E., BAHMUTOV G.: Interactive Point-Based Modeling from Dense Color and Sparse Depth. In Gross et al. [22], pp. 69–76. SPBG04:069-076:2004
- [42] PROENCA J., JORGE J. A., SOUSA M. C.: Sampling Point-Set Implicits. In Botsch et al. [10], pp. 11–18. SPBG07:11-18:2007
- [43] QU L., YUAN X., NGUYEN M. X., MEYER G. W., CHEN B., WINDSHEIMER J. E.: Perceptually Guided Rendering of Textured Point-based Models. In Botsch et al. [8], pp. 95–102. SPBG06:095-102:2006
- [44] QUINN J. A., LANGBEIN F. C., MARTIN R. R.: Low-Discrepancy Point Sampling of Meshes for Rendering. In Botsch et al. [10], pp. 19–28. SPBG07:19-28:2007
- [45] REUTER P., JOYOT P., TRUNZLER J., BOUBEKEUR T., SCHLICK C.: Surface Reconstruction with Enriched Reproducing Kernel Particle Approximation. In Alexa et al. [4], pp. 79–87. SPBG05:079-087:2005
- [46] ROVIRA J., WONKA P., CASTRO F., SBERT M.: Point Sampling with Uniformly Distributed Lines. In Alexa et al. [4], pp. 109–118. SPBG05:109-118:2005
- [47] RUGGERI M. R., DAROM T., SAUPE D., KIRYATI N.: Approximating Geodesics on Point Set Surfaces. In Botsch et al. [8], pp. 85–93. SPBG06:085-093:2006
- [48] SADLO F., WEYRICH T., PEIKERT R., GROSS M.: A Practical Structured Light Acquisition System for Point-Based Geometry and Texture. In Alexa et al. [4], pp. 89–98. SPBG05:089-098:2005
- [49] SAINZ M., PAJAROLA R., LARIO R.: Points Reloaded: Point-Based Rendering Revisited. In Gross et al. [22], pp. 121–128. SPBG04:121-128:2004
- [50] SANKARANARAYANAN J., SAMET H., VARSHNEY A.: A Fast k-Neighborhood Algorithm for Large Point-Clouds. In Botsch et al. [8], pp. 75–84. SPBG06:075-084:2006
- [51] SCHALL O., BELYAEV A., SEIDEL H.-P.: Robust Filtering of Noisy Scattered Point Data. In Alexa et al. [4], pp. 71–77. SPBG05:071-077:2005
- [52] SCHNABEL R., KLEIN R.: Octree-based Point-Cloud Compression. In Botsch et al. [8], pp. 111–120. SPBG06:111-120:2006
- [53] SCHNABEL R., MOESER S., KLEIN R.: A Parallely Decodeable Compression Scheme for Efficient Point-Cloud Rendering. In Botsch et al. [10], pp. 119–128. SPBG07:119-128:2007
- [54] SIGG C., WEYRICH T., BOTSCH M., GROSS M.: GPU-Based Ray-Casting of Quadratic Surfaces. In Botsch et al. [8], pp. 59–65. SPBG06:059-065:2006
- [55] SINGH G., MEMOLI F., CARLSSON G.: Topological Methods for the Analysis of High Dimensional Data Sets and 3D Object Recognition. In Botsch et al. [10], pp. 91–100. SPBG07:91-100:2007
- [56] SOLENTHALER B., ZHANG Y., PAJAROLA R.: Efficient Refinement of Dynamic Point Data. In Botsch et al. [10], pp. 65–72. SPBG07:65-72:2007
- [57] STEINEMANN D., OTADUY M. A., GROSS M.: Efficient Bounds for Point-Based Animations. In Botsch et al. [10], pp. 57–64. SPBG07:57-64:2007
- [58] STOLL C., KARNI Z., RSSL C., YAMAUCHI H., SEIDEL H.-P.: Template Deformation for Point Cloud Fitting. In Botsch et al. [8], pp. 27–35. SPBG06:027-035:2006
- [59] STRAER M. W. W.: Multi-Resolution Sound Rendering. In Gross et al. [22], pp. 3–11. SPBG04:003-011:2004

- [60] TALTON J. O., CARR N. A., HART J. C.: Voronoi Rasterization of Sparse Point Sets. In Alexa et al. [4], pp. 33–37. SPBG05:033-037:2005
- [61] WALD I., SEIDEL H.-P.: Interactive Ray Tracing of Point-based Models. In Alexa et al. [4], pp. 9–16. SPBG05:009-016:2005
- [62] WAND M., BERNER A., BOKELOH M., FLECK A., HOFFMANN M., JENKE P., MAIER B., STANEKER D., SCHILLING A.: Interactive Editing of Large Point Clouds. In Botsch et al. [10], pp. 37–45. SPBG07:37-45:2007
- [63] WASCHBACH M., GROSS M., EBERHARD F., LAMBORAY E., W RMLIN S.: Progressive Compression of Point-Sampled Models. In Gross et al. [22], pp. 95–102. SPBG04:095-102:2004
- [64] WEYRICH T., PAULY M., KEISER R., HEINZLE S., SCANDELLA S., GROSS M.: Post-processing of Scanned 3D Surface Data. In Gross et al. [22], pp. 85–94. SPBG04:085-094:2004
- [65] WICKE M., HATT P., PAULY M., MLLER M., GROSS M.: Versatile Virtual Materials Using Implicit Connectivity. In Botsch et al. [8], pp. 137–144. SPBG06:137-144:2006
- [66] WICKE M., OLIBET S., GROSS M.: Conversion of Point-Sampled Models to Textured Meshes. In Alexa et al. [4], pp. 119–124. SPBG05:119-124:2005
- [67] WIMMER M., SCHEIBLAUER C.: Instant Points: Fast Rendering of Unprocessed Point Clouds. In Botsch et al. [8], pp. 129–136. SPBG06:129-136:2006
- [68] WU J., ZHANG Z., KOBBELT L.: Progressive Splatting. In Alexa et al. [4], pp. 25–32. SPBG05:025-032:2005
- [69] XU H., NGUYEN M. X., YUAN X., CHEN B.: Interactive Silhouette Rendering for Point-Based Models. In Gross et al. [22], pp. 13–18. SPBG04:013-018:2004
- [70] YANG P., QIAN X.: Direct Computing of Surface Curvatures for Point-Set Surfaces. In Botsch et al. [10], pp. 29–36. SPBG07:29-36:2007
- [71] ZHANG N., ZHOU X., SHA D., YUAN X., TAMMA K., CHEN B.: Integrating Mesh and Meshfree Methods for Physics-Based Fracture and Debris Cloud Simulation. In Botsch et al. [8], pp. 145–154. SPBG06:145-154:2006
- [72] ZHANG Y., PAJAROLA R.: Single-Pass Point Rendering and Transparent Shading. In Botsch et al. [8], pp. 37–48. SPBG06:037-048:2006
- [73] ZWICKER M., GOTSMAN C.: Meshing Point Clouds Using Spherical Parameterization. In Gross et al. [22], pp. 173–180. SPBG04:173-180:2004