

Bibliografia

- Airey, J., Rohlf, J. and Brooks, Jr. F. 1990. **Towards Image Realism with Interactive Update Rates in Complex Virtual Building.** *ACM Computer Graphics (Proceedings of Symposium on Interactive 3D Graphics)* 24:41-49.
- Bittner, J., Wimmer, M., Piringer, H., and Purgathofer, W. 2004. **Coherent hierarchical culling: Hardware occlusion queries made useful.** *Computer Graphics Forum* 23, 3, 615--624.
- Burns, D. and Osfield, R. 2004. **Open Scene Graph A: Introduction, B: Examples and Applications.** In *Proceedings of the IEEE Virtual Reality 2004 (Vr'04) - Volume 00* (March 27 - 31, 2004). VR. IEEE Computer Society, Washington, DC, 265. DOI= <http://dx.doi.org/10.1109/VR.2004.57>
- Clark, J. H. 1976. **Hierarchical geometric models for visible surface algorithms.** *Commun. ACM* 19, 10 (Oct. 1976), 547-554. DOI= <http://doi.acm.org/10.1145/360349.360354>
- Dagum L., Menon, R., **OpenMP: An Industry-Standard API for Shared-Memory Programming**, IEEE Computational Science & Engineering, v.5 n.1, p.46-55, January 1998
- Dietrich A., Wald I., Benthin C., Slusallek P., **The OpenRT Application Programming Interface - Towards A Common API for Interactive Ray Tracing.** In Proceedings of the 2003 OpenSG Symposium (Darmstadt, Germany, 2003), Eurographics Association, pp. 23--31.
- Duguet, F., Esteban, C., Drettakis, G., Schmitt, F. 2006, **Level of Detail Continuum for Huge Geometric Data.**, Rapport De Recherche Inria, RR-5552. <http://hal.inria.fr/inria-00070455/en>
- Dutré P., Bekaert, P., Bala, K., **Advanced Global Illumination**, A K Peters, Natick, Massachusetts, 2003.
- Erikson, C. and Manocha, D. 1998 **Simplification Culling of Static and Dynamic Scene Graphs.** Technical Report. *UMI Order Number: TR98-009.*, University of North Carolina at Chapel Hill.

Erikson, C., Manocha, D., and Baxter, W. V. 2001. **HLODs for faster display of large static and dynamic environments.** In *Proceedings of the 2001 Symposium on interactive 3D Graphics SI3D '01*. ACM Press, New York, NY, 111-120. DOI= <http://doi.acm.org/10.1145/364338.364376>

Friskin, S. F., Perry, R. N., Rockwood, A. P., and Jones, T. R. 2000. **Adaptively sampled distance fields: a general representation of shape for computer graphics.** In *Proceedings of the 27th Annual Conference on Computer Graphics and interactive Techniques International Conference on Computer Graphics and Interactive Techniques*. ACM Press/Addison-Wesley Publishing Co., New York, NY, 249-254. DOI= <http://doi.acm.org/10.1145/344779.344899>

Gobbetti, E. and Marton, F. 2005. **Far voxels: a multiresolution framework for interactive rendering of huge complex 3D models on commodity graphics platforms.** *ACM Trans. Graph.* 24, 3 (Jul. 2005), 878-885. DOI= <http://doi.acm.org/10.1145/1073204.1073277>

Hoppe, H. 1996. **Progressive meshes.** In *Proceedings of the 23rd Annual Conference on Computer Graphics and interactive Techniques SIGGRAPH '96*. ACM Press, New York, NY, 99-108. DOI= <http://doi.acm.org/10.1145/237170.237216>

Hoppe, H. 1997. **View-dependent refinement of progressive meshes.** In *Proceedings of the 24th Annual Conference on Computer Graphics and interactive Techniques International Conference on Computer Graphics and Interactive Techniques*. ACM Press/Addison-Wesley Publishing Co., New York, NY, 189-198. DOI= <http://doi.acm.org/10.1145/258734.258843>

Luebke, D. and Erikson, C. 1997. **View-dependent simplification of arbitrary polygonal environments.** In *Proceedings of the 24th Annual Conference on Computer Graphics and interactive Techniques International Conference on Computer Graphics and Interactive Techniques*. ACM Press/Addison-Wesley Publishing Co., New York, NY, 199-208. DOI= <http://doi.acm.org/10.1145/258734.258847>

Maciel, P. W. and Shirley, P. 1995. **Visual navigation of large environments using textured clusters.** In *Proceedings of the 1995 Symposium on interactive 3D Graphics* (Monterey, California, United States, April 09 - 12, 1995). SI3D '95. ACM Press, New York, NY, 95-ff. DOI= <http://doi.acm.org/10.1145/199404.199420>

AGEIA PhysX: physics simulation library. AGEIA Technologies, Inc. (2005) Available: <http://www.ageia.com/physx>

Rusinkiewicz, S. and Levoy, M. 2000. **QSplat: a multiresolution point rendering system for large meshes.** In *Proceedings of the 27th Annual Conference on Computer Graphics and interactive Techniques* International Conference on Computer Graphics and Interactive Techniques. ACM Press/Addison-Wesley Publishing Co., New York, NY, 343-352. DOI= <http://doi.acm.org/10.1145/344779.344940>

Schroeder, W. J., Zarge, J. A., and Lorensen, W. E. 1992. **Decimation of triangle meshes.** In *Proceedings of the 19th Annual Conference on Computer Graphics and interactive Techniques* J. J. Thomas, Ed. SIGGRAPH '92. ACM Press, New York, NY, 65-70. DOI= <http://doi.acm.org/10.1145/133994.134010>

Wald, I., Dietrich, A., and Slusallek, P. 2005. **An interactive out-of-core rendering framework for visualizing massively complex models.** In *ACM SIGGRAPH 2005 Courses* (Los Angeles, California, July 31 - August 04, 2005). J. Fujii, Ed. SIGGRAPH '05. ACM Press, New York, NY, 17. DOI= <http://doi.acm.org/10.1145/1198555.1198756>

Xia, J. C., El-Sana, J., and Varshney, A. 1997. **Adaptive Real-Time Level-of-Detail-Based Rendering for Polygonal Models.** *IEEE Transactions on Visualization and Computer Graphics* 3, 2 (Apr. 1997), 171-183. DOI= <http://dx.doi.org/10.1109/2945.597799>

Yoon, S., Salomon, B., Gayle, R., and Manocha, D. 2004. **Quick-VDR: Interactive View-Dependent Rendering of Massive Models.** In *Proceedings of the Conference on Visualization '04* (October 10 - 15, 2004). IEEE Visualization. IEEE Computer Society, Washington, DC, 131-138. DOI= <http://dx.doi.org/10.1109/VIS.2004.86>

Yoon, S., Lauterbach, C., Manocha, D. 2006. **R-LODs: fast LOD-based ray tracing of massive models.** In *The Visual Computer (Pacific Graphics) 2006*, Tech. Report, TR06-009, Univ. of North Carolina at Chapel Hill, 2006