# Referências Bibliográficas


Bai, X. & Sapiro, G., 2009. Geodesic matting: a framework for fast interactive image and video segmentation and matting. *International Journal of Computer Vision*, 82(2), April 2009, 113-132.

Chuang, Y., Curless B., Salesin D. H. & Szeliski, R., 2001. A Bayesian approach to digital matting. *In: Proc. CVPR 2001*, vol. 2, Dec 2001, 264–271.

Duff, I. S., Erisman, A. M. & Reid, J. K., 1986. *Direct Methods for Sparse Matrices*. Clarendon Press, Oxford.

Dupont, J. & Deschênes, F., 2006. Toward a Realistic Interpretation of Blue-spill for Blue-screen Matting. *In: Proc. The 3rd Canadian Conference on Computer and Robot Vision (CRV'06), Quebec, Canada, June 07 – June 09*, page 33.

Fehn, C., 2004. Depth-Image-Based Rendering (DIBR), Compression and Transmission for a New Approach on 3D-TV. *In: Proc. of Stereoscopic Displays and Virtual Reality Systems XI, San Jose, CA, USA*, 93–104.

Grady, L., Schiwietz T., Aharon S. & Westermann R., 2005. Random walks for interactive alpha-matting. *In: Proc. of VIIP 2005*, 423–429.

Guan, Y., Chen, W., Liang, X., Ding, Z. & Peng, Q., 2006. Easy matting: A stroke based approach for continuous image matting. *In: Proc. Eurographics 2006*, 567–576.

Gvili, R., Kaplan, A., Ofek, E. & Yahav, G., 2003. Depth Keying. *In: Proc. of SPIE The Engineering Reality of Virtual Reality, Santa Clara, CA, USA*, 564–574. [also available: http://research.microsoft.com/en-us/um/people/eyalofek/depth%20key/depthkey.pdf].

Jia, J., Sun, J., Tang, C. & Shum, H., 2006. Drag-and-drop pasting. *In: Proc. ACM SIGGRAPH 2006*, 631-637.

Joshi, N., Matusik, W. & Avidan, S., 2006. Natural video matting using camera arrays. In: Proc. ACM SIGGRAPH 2006, 779–786.

Long Road, 2007. Glossary of Terms. Long Road Media Action Films. Available from: logroadactionfilms.blogspot.com [Accessed 1 February 2009].

Mishima, Y., 1994. *Soft edge chroma-key generation based upon hexoctahedral color space*. U.S. Patent 5355174-A, Oct. 11 1994.

NationMaster, 2006. Bluescreen. Available from: www.nationmaster.com/encyclopedia/Bluescreen [Accessed 1 February 2009].

Porter, T. & Duff, T., 1984. Compositing digital images. *In: Proc. ACM SIGGRAPH 1984*, 253-259.

Rother, C., Komogorov, V. & Blake, A., 2004. GrabCut — Interactive foreground extraction using iterated graph cuts. In: Proc. ACM SIGGRAPH 2004, 309–314.

Shelah, S., 2009. Microsoft confirms 3DV acquisition. *IVC Weekly Newsletter*, 22/06/2009. Available from: www.ivc-

online.com/ivcWeeklyItem.asp?articleID=9252 [Accessed 4 March 2010]

Sun, J., Jia, J., Tang, C. & Shum, H., 2004. Poisson matting. *In: Proc. ACM SIGGRAPH 2004*, 315–321.

Sun, J., Li, Y., Kang S. & Shum, H., 2006. Flash matting. *In: Proc. ACM SIGGRAPH 2006*, 772–778.

Udupa, J. K. & Samarasekera, S., 1996. Fuzzy connectedness and object definition: Theory, algorithms, and applications in image segmentation. Graphical Models and Image Processing, vol. 58, 246–261.

Wang, J. & Cohen, M., 2005. An iterative optimization approach for unified image segmentation and matting. In: Proc. ICCV 2005, 936–943.

Wang, J. & Cohen, M., 2007a. Simultaneous matting and compositing. *In: Proc. IEEE CVPR 2007, 18-23 June 2007, Minneapolis, Minnesota*. [pages unknown] [available from: www.juew.org/publication/sm&c.pdf] [Accessed 28 February 2010].

Wang, J. & Cohen, M., 2007b. Optimized color sampling for robust matting. *In: Proc. IEEE CVPR 2007, 18-23 June 2007, Minneapolis, Minnesota*. [pages unknown] [available from: www.juew.org/publication/RobustMattingCVPR.pdf] [Accessed 28 February 2010].

Wang, J. & Cohen, M.F., 2008. Image and Video Matting: A Survey. *Foundations and Trends® in Computer Graphics and Vision*, 3(2), 97-175.

Wang, J., Agrawala, M. & Cohen, M., 2007. Soft scissors: An interactive tool for realtime high quality matting. In: Proc. ACM SIGGRAPH 2007, 26(3), Article 9, 9:1-9:6.

Yasuda, K., Naemura, T. & Harashima, H., 2004. Thermo-Key: human region segmentation from video. *IEEE Computer Graphics and Applications*, 24(1), January 2004, 26-30.

Zheng, Y., Kambhamettu, C., Yu, J., Bauer, T. & Steiner, K., 2008. Fuzzymatte: A computationally efficient scheme for interactive matting. In: Proc. IEEE CVPR 2008.