

Referências Bibliográficas

- [Bru05-1] BRUCKNER, S.; GRÖLLER, M. E.. **Volumeshop: An interactive system for direct volume illustration.** In: C. T. Silva, E. G. H. R., editor, PROCEEDINGS OF IEEE VISUALIZATION 2005, p. 671–678, Oct. 2005. 1.2
- [Bru07-1] BRUCKNER, S.; GRÖLLER, E.. **Enhancing depth-perception with flexible volumetric halos.** IEEE Transactions on Visualization and Computer Graphics, 13:1344–1351, November 2007. 1.2
- [Bru07] BRUCKNER, S.; GROLLER, M. E.. **Style transfer functions for illustrative volume rendering.** Computer Graphics Forum, 26(3):715–724, Sept. 2007. Eurographics 2007. 1.2
- [Bru08] BRUCKNER, S.. **Interactive Illustrative Volume Visualization.** PhD thesis, Institute of Computer Graphics and Algorithms, Vienna University of Technology, Favoritenstrasse 9-11/186, A-1040 Vienna, Austria, March 2008. 1.1, 1.1, 1.1, 1.2, 2.2
- [Bur05] BURNS, M.; KLAWE, J.; RUSINKIEWICZ, S.; FINKELSTEIN, A. ; DECARLO, D.. **Line drawings from volume data.** ACM Transactions on Graphics (Proc. SIGGRAPH), 24(3):512–518, Aug. 2005. 1.2, 2.2
- [Can86] CANNY, J.. **A computational approach to edge detection.** IEEE Trans. Pattern Anal. Mach. Intell., 8:679–698, November 1986. 4
- [Che05] CHEN-SHI, D.; GUO-ZHAO, W.. **Curvatures estimation on triangular mesh.** Journal of Zhejiang University SCIENCE, p. 128–136, 2005. 2.2
- [Col08] COLE, F.; GOLOVINSKIY, A.; LIMPAECHER, A.; BARROS, H. S.; FINKELSTEIN, A.; FUNKHOUSER, T. ; RUSINKIEWICZ, S.. **Where do people draw lines?** ACM Trans. Graph., 27:88:1–88:11, August 2008. 2.1
- [Col09] COLE, F.. **Line Drawings of 3D Models.** PhD thesis, Princeton University, June 2009. 1.2, 2.1

- [Cor11] CORREA, C. D.; HERO, R. ; MA, K.-L.. A comparison of gradient estimation methods for volume rendering on unstructured meshes. *IEEE Transactions on Visualization and Computer Graphics*, 17:305–319, May 2011. 3.2, 3.2, 7
- [DeC03] DECARLO, D.; FINKELSTEIN, A.; RUSINKIEWICZ, S. ; SANTELLA, A.. Suggestive contours for conveying shape. *ACM Trans. Graph.*, 22:848–855, July 2003. 2.1
- [DeC07] DECARLO, D.; RUSINKIEWICZ, S.. Highlight lines for conveying shape. In: PROCEEDINGS OF THE 5TH INTERNATIONAL SYMPOSIUM ON NON-PHOTOREALISTIC ANIMATION AND RENDERING, NPAR '07, p. 63–70, New York, NY, USA, 2007. ACM. 2.1
- [Dre88] DREBIN, R. A.; CARPENTER, L. ; HANRAHAN, P.. Volume rendering. In: PROCEEDINGS OF THE 15TH ANNUAL CONFERENCE ON COMPUTER GRAPHICS AND INTERACTIVE TECHNIQUES, SIGGRAPH '88, p. 65–74, New York, NY, USA, 1988. ACM. 3.1
- [Duk03] DUKE, D. J.; BARNARD, P. J.; HALPER, N. ; MELLIN, M.. Rendering and affect. *Computer Graphics Forum*, 22(3):359–368, 2003. 2.1
- [Ebe00] EBERT, D.; RHEINGANS, P.. Volume illustration: non-photorealistic rendering of volume models. In: PROCEEDINGS OF THE CONFERENCE ON VISUALIZATION '00, VIS '00, p. 195–202, Los Alamitos, CA, USA, 2000. IEEE Computer Society Press. 1.2, 2.2
- [Eng06] ENGEL, K.. Real-time volume graphics. Ak Peters Series. A K Peters, Ltd., 2006. 2.2
- [Esp05] ESPINHA, R.; CELES, W.. High-quality hardware-based raycasting volume rendering using partial pre-integration. In: IN SIBGRAPI '05: PROCEEDINGS OF THE XVIII BRAZILIAN SYMPOSIUM ON COMPUTER GRAPHICS AND IMAGE PROCESSING, p. 273. IEEE Computer Society, 2005. 3.3
- [Gar90] GARRITY, M. P.. Raytracing irregular volume data. In: PROCEEDINGS OF THE 1990 WORKSHOP ON VOLUME VISUALIZATION, VVS '90, p. 35–40, New York, NY, USA, 1990. ACM. 3.1
- [Goo01] GOOCH; BRUCE; GOOCH ; AMY. Non-Photorealistic Rendering. A. K. Peters, Ltd., Natick, MA, USA, 2001. 1.2, 2.1

- [Goo02] GOOCH, A. A.; WILLEMSSEN, P.. **Evaluating space perception in npr immersive environments.** In: PROCEEDINGS OF THE 2ND INTERNATIONAL SYMPOSIUM ON NON-PHOTOREALISTIC ANIMATION AND RENDERING, NPAR '02, p. 105–110, New York, NY, USA, 2002. ACM. 2.1
- [Gue95] GUEZIEC, A.; HUMMEL, R.. **Exploiting triangulated surface extraction using tetrahedral decomposition.** Visualization and Computer Graphics, IEEE Transactions on, 1(4):328 –342, dec 1995. 6.2
- [Her00] HERTZMANN, A.; ZORIN, D.. **Illustrating smooth surfaces.** In: PROCEEDINGS OF THE 27TH ANNUAL CONFERENCE ON COMPUTER GRAPHICS AND INTERACTIVE TECHNIQUES, SIGGRAPH '00, p. 517–526, New York, NY, USA, 2000. ACM Press/Addison-Wesley Publishing Co. 2.1
- [Hod03] HODGES, E.; OF NATURAL SCIENCE ILLUSTRATORS (U.S.), G.. **The Guild handbook of scientific illustration.** John Wiley, 2003. 1.1
- [Hsu09] Depicting time evolving flow with illustrative visualization techniques. 1st International ICST Conference on Arts and Technology, May 2009. 7
- [Int95] INTERRANTE, V.; FUCHS, H. ; PIZER, S.. **Enhancing transparent skin surfaces with ridge and valley lines.** In: PROCEEDINGS OF THE 6TH CONFERENCE ON VISUALIZATION '95, VIS '95, p. 52–, Washington, DC, USA, 1995. IEEE Computer Society. 2.2
- [Isen06] ISENBERG, T.; NEUMANN, P.; CARPENDALE, S.; SOUSA, M. C. ; JORGE, J. A.. **Non-photorealistic rendering in context: an observational study.** In: PROCEEDINGS OF THE 4TH INTERNATIONAL SYMPOSIUM ON NON-PHOTOREALISTIC ANIMATION AND RENDERING, NPAR '06, p. 115–126, New York, NY, USA, 2006. ACM. 2.1
- [Jar10] JARDIM, E.; FIGUEIREDO, L. H. D.. **A hybrid method for computing apparent ridges.** In: PROCEEDINGS OF THE 2010 23RD SIBGRAPI CONFERENCE ON GRAPHICS, PATTERNS AND IMAGES, SIBGRAPI '10, p. 118–125, Washington, DC, USA, 2010. IEEE Computer Society. Appears in The Visual Computer, A Fast Hybrid Method for Apparent Ridges. 2.1
- [Jud07] JUDD, T.; DURAND, F. ; ADELSON, E.. **Apparent ridges for line drawing.** ACM Trans. Graph., 26, July 2007. 2.1

- [Kin03] KINDLMANN, G.; WHITAKER, R.; TASDIZEN, T. ; MOLLER, T.. **Curvature-based transfer functions for direct volume rendering: Methods and applications.** In: PROCEEDINGS OF THE 14TH IEEE VISUALIZATION 2003 (VIS'03), VIS '03, p. 513–520, Washington, DC, USA, 2003. IEEE Computer Society. 1.2, 2.2
- [Kol08] KOLOMENKIN, M.; SHIMSHONI, I. ; TAL, A.. **Demarcating curves for shape illustration.** ACM Trans. Graph., 27:157:1–157:9, December 2008. 2.1
- [Lay92] LAYTON, R.. **Australian Rock Art: A New Synthesis.** Cambridge: Cambridge University Press, 1992. 1.1
- [Lee07] LEE, Y.; MARKOSIAN, L.; LEE, S. ; HUGHES, J. F.. **Line drawings via abstracted shading.** In: ACM SIGGRAPH 2007 PAPERS, SIGGRAPH '07, New York, NY, USA, 2007. ACM. 2.1
- [Lev88] LEVOY, M.. **Display of surfaces from volume data.** IEEE Comput. Graph. Appl., 8:29–37, May 1988. 3.1
- [Ma97] MA, K.-L.; INTERRANTE, V.. **Extracting feature lines from 3d unstructured grids.** In: PROCEEDINGS OF THE 8TH CONFERENCE ON VISUALIZATION '97, VIS '97, p. 285–ff., Los Alamitos, CA, USA, 1997. IEEE Computer Society Press. 2.2
- [McC88] MCCORMICK, B. H.. **Visualization in scientific computing.** SIGBIO News., 10:15–21, March 1988. 3.3
- [Mir11] MIRANDA, F. M.. **Renderização Volumétrica de Malha de Hexaedros.** Master's thesis, PUC-Rio, Brasil, September 2011. 3.3
- [Mor04] MORELAND, K.; ANGEL, E.. **A fast high accuracy volume renderer for unstructured data.** In: PROCEEDINGS OF THE 2004 IEEE SYMPOSIUM ON VOLUME VISUALIZATION AND GRAPHICS, VV '04, p. 9–16, Washington, DC, USA, 2004. IEEE Computer Society. 3.3
- [Oht04] OHTAKE, Y.; BELYAEV, A. ; SEIDEL, H.-P.. **Ridge-valley lines on meshes via implicit surface fitting.** ACM Trans. Graph., 23:609–612, August 2004. 2.1
- [Pin08] DE M. PINTO, F.; FREITAS, C. M. D. S.. **Volume visualization and exploration through flexible transfer function design.** Comput. Graph., 32:420–429, August 2008. 1.2

- [Rau07] RAUTEK, P.; BRUCKNER, S. ; GRÖLLER, M. E.. Semantic layers for illustrative volume rendering. *IEEE Transactions on Visualization and Computer Graphics*, 13(6):1336–1343, Oct. 2007. 2.2
- [Rau08] RAUTEK, P.; BRUCKNER, S.; GRÖLLER, E. ; VIOLA, I.. Illustrative visualization: new technology or useless tautology? *SIGGRAPH Comput. Graph.*, 42:4:1–4:8, August 2008. 1.2
- [Rst03] rstd. Acessado em 20/08/2011, URL: <http://gfx.cs.princeton.edu/proj/sugcon/software/>, Computer Science Department, Princeton University, 2003. 6.2
- [Rus04] RUSINKIEWICZ, S.. Estimating curvatures and their derivatives on triangle meshes. In: PROCEEDINGS OF THE 3D DATA PROCESSING, VISUALIZATION, AND TRANSMISSION, 2ND INTERNATIONAL SYMPOSIUM, 3DPVT '04, p. 486–493, Washington, DC, USA, 2004. IEEE Computer Society. 2.2, 4.2
- [Sai90] SAITO, T.; TAKAHASHI, T.. Comprehensible rendering of 3-d shapes. *SIGGRAPH Comput. Graph.*, 24:197–206, September 1990. 2.1
- [Sch96] SCHUMANN, J.; STROTHOTTE, T.; RAAB, A. ; LASER, S.. Assessing the effect of non-photorealistic rendered images in cad. In: PROCEEDINGS OF THE SIGCHI CONFERENCE ON HUMAN FACTORS IN COMPUTING SYSTEMS: COMMON GROUND, p. 35–41, 1996. 2.1
- [Sou03] SOUSA, M. C.; PRUSINKIEWICZ, P.; COSTA, M. ; PRUSINKIEWICZ, S. P.. A few good lines: Suggestive drawing of 3d models. *Computer Graphics Forum (Proc. of EuroGraphics)*, 22:2003, 2003. 2.1
- [Str98] STROTHOTTE, T.. Computational visualization: graphics, abstraction, and interactivity. Springer, 1998. 2.1
- [Str02] STROTHOTTE, T.; SCHLECHTWEG, S.. Non-photorealistic computer graphics: modeling, rendering, and animation. The Morgan Kaufmann series in computer graphics and geometric modeling. Morgan Kaufmann, 2002. 2.1
- [Sva03] SVAKHINE, N. A.; EBERT, D. S.. Interactive volume illustration and feature halos. In: PROCEEDINGS OF THE 11TH PACIFIC CONFERENCE ON COMPUTER GRAPHICS AND APPLICATIONS, PG '03, p. 347–354, Washington, DC, USA, 2003. IEEE Computer Society. 1.2

- [Ves43] VESALIUS, A.. *De humani corporis fabrica libri septem.* 1543.
1.1
- [Vin08] LEONARDO DA VINCI, IRMA A. RICHTER, T. W.; KEMP, M..
Leonardo da vinci - Notebooks. Oxford University Press, p.272, 2008.
1.1
- [Vio05] VIOLA, I.. **Importance-Driven Expressive Visualization.** PhD
thesis, Institute of Computer Graphics and Algorithms, Vienna University of
Technology, Favoritenstrasse 9-11/186, A-1040 Vienna, Austria, June 2005.
2.2
- [Win94] WINKENBACH, G.; SALESIN, D. H.. **Computer-generated pen-and-ink illustration.** In: PROCEEDINGS OF THE 21ST ANNUAL
CONFERENCE ON COMPUTER GRAPHICS AND INTERACTIVE TECHNIQUES, SIGGRAPH '94, p. 91–100, New York, NY, USA, 1994. ACM. 1.2
- [Xie07] XIE, X.; HE, Y.; TIAN, F.; SEAH, H.-S.; GU, X. ; QIN, H.. **An effective
illustrative visualization framework based on photic extremum
lines (pels).** IEEE Transactions on Visualization and Computer Graphics,
13:1328–1335, November 2007. 1.2, 2.1, 2.2, 4, 4.1, 4.2, 4.2, 4.2, 6.2, 6.2, 7
- [Yui89] YUILLE, A. L.. **Zero crossings on lines of curvature.** Comput.
Vision Graph. Image Process., 45:68–87, January 1989. 4, 6.2
- [Zha09] ZHANG, L.; HE, Y.; XIE, X. ; CHEN, W.. **Laplacian lines for real-time shape illustration.** In: PROCEEDINGS OF THE 2009 SYMPOSIUM
ON INTERACTIVE 3D GRAPHICS AND GAMES, I3D '09, p. 129–136, New
York, NY, USA, 2009. ACM. 1.2
- [Zha10] ZHANG, L.; HE, Y. ; SEAH, H.-S.. **Real-time computation of
photic extremum lines (pels).** Vis. Comput., 26:399–407, June 2010.
2.1