

## 6 Referências

- [1] S. Battiato, G. D. Blasi, G. M. Farinella, and G. Gallo, “Digital mosaic frameworks - an overview,” *Computer Graphics Forum*, vol. 26, pp. 794–812, 2007.
- [2] P. Haeberli, “Paint by numbers: abstract image representations,” *SIGGRAPH Comput. Graph.*, vol. 24, no. 4, pp. 207–214, Sep. 1990.
- [3] A. Hausner, “Simulating decorative mosaic,” in *Proc. ACM SIGGRAPH ’01*, 2001, pp. 573–578.
- [4] G. Elber and G. Wolberg, “Rendering traditional mosaics,” *The Visual Computer*, vol. 19, pp. 67–78, 2003.
- [5] G. Di Blasi and G. Gallo, “Artificial mosaics,” *The Visual Computer*, vol. 21, pp. 373–383, 2005, 10.1007/s00371-005-0292-4.
- [6] L.-P. Fritzsche, H. Hellwig, S. Hiller, and O. Deussen, “Interactive design of authentic looking mosaics using Voronoi structures,” in *IN PROC. 2ND INTERNATIONAL SYMPOSIUM ON VORONOI DIAGRAMS IN SCIENCE AND ENGINEERING VD 2005 CONFERENCE*, 2005, pp. 1–11.
- [7] K. E. Hoff, III, J. Keyser, M. Lin, D. Manocha, and T. Culver, “Fast computation of generalized Voronoi diagrams using graphics hardware,” in *Proceedings of the 26th annual conference on Computer graphics and interactive techniques*, ser. *SIGGRAPH ’99*. New York, NY, USA: ACM Press/Addison-Wesley Publishing Co., 1999, pp. 277–286.
- [8] Y. Dobashi, T. Haga, H. Johan, and T. Nishita, “A method for creating mosaic images using voronoi diagrams,” in *Proc Eurographics*, 2002, pp. 341–348.
- [9] G. M. Faustino and L. H. de Figueiredo, “Simple adaptive mosaic effects,” in *Proceedings of the XVIII Brazilian Symposium on Computer Graphics and Image Processing*, ser. *SIBGRAPI ’05*. Washington, DC, USA: IEEE Computer Society, 2005, pp. 315.

- [10] L. Zhang and J. Yu, “Image Mosaics with Irregular Tiling,” in IEEE International Conference on Computer-Aided Design and Computer Graphics, 2011, pp. 155-162.
- [11] V. A. d. Passos and M. Walter, “Simulation and rendering of opus palladium 3d mosaics,” in Proceedings of the 2008 XXI Brazilian Symposium on Computer Graphics and Image Processing, ser. SIBGRAPI '08. Washington, DC, USA: IEEE Computer Society, 2008, pp. 263–269.
- [12] M. Jones, J. Baerentzen, and M. Sramek, “3d distance fields: a survey of techniques and applications”, IEEE Transactions on Visualization and Computer Graphics, vol. 12, no. 4, pp. 581 –599, july-aug. 2006.
- [13] T. Waintraub, W. Celles, “Modeling the Copacabana Sidewalk Pavement”, in Proceedings of the XXV Brazilian Symposium on Computer Graphics and Image Processing, ser. SIBGRAPI '12. Washington, DC, USA: IEEE Computer Society, 2012, pp. 190–197.