

## 7

### Referências Bibliográficas

- [1] SILVA, P. M. C. e. **Visualização Volumétrica de Horizontes em Dados Sísmicos 3D**. Tese (Doutorado) — Pontifícia Universidade Católica do Rio de Janeiro - Puc-Rio, 2004. (document), 2, 3.1
- [2] FERNANDO, R. (Ed.). **GPU Gems: Programming Techniques, Tips and Tricks for Real-Time Graphics**. [S.l.]: Addison-Wesley Professional, 2004. (document), 3.2
- [3] VENKATARAMAN, S. 4d volume rendering. In: **Proceedings of the GPU Technology Conference**. [S.l.: s.n.], 2009. (document), 3.3
- [4] SCHOTT, M. et al. A directional occlusion shading model for interactive direct volume rendering. In: **Computer Graphics Forum (Proceedings of Eurographics/IEEE VGTC Symposium on Visualization 2009)**. [S.l.: s.n.], 2009. (document), 1, 2, 3.3, 3.4, 3.3, 4, 4.1, 4.1.1, 4.2
- [5] CERREZO, E. et al. A Survey on Participating Media Rendering Techniques. **Visual Computer**, Springer, v. 21, p. 303–328, 2005. (document), 1, 3.2, 3.3, 3.3, 3.5
- [6] PATEL, D. et al. Seismic volume visualization for horizon extraction. In: **Proceedings of the IEEE Pacific Visualization Symposium 2010**. [S.l.: s.n.], 2010. 1, 2
- [7] WILLIAMS, P. L.; MAX, N. A volume density optical model. In: **Proceedings of the 1992 workshop on Volume visualization**. [S.l.: s.n.], 1992. ISBN 0-89791-527-5. 1, 3.2, 3.2.2, 4.1
- [8] PHONG, B. T. Illumination for computer generated pictures. **Commun. ACM**, ACM, New York, NY, USA, v. 18, p. 311–317, 1975. ISSN 0001-0782. 1
- [9] MAX, N.; CHEN, M. Local and global illumination in the volume rendering integral. In: HAGEN, H. (Ed.). **Scientific Visualization: Advanced Concepts**. [S.l.]: Schloss Dagstuhl–Leibniz-Zentrum fuer Informatik, 2010. v. 1, p. 259–274. ISBN 978-3-939897-19-4. 1, 3.2

- [10] SILVA, P. et al. Two-dimensional opacity functions for improved volume rendering of seismic data. In: **Proceedings of the Seventh International Congress of The Brazilian Geophysical Society**. [S.l.: s.n.], 2001. 2, 6
- [11] MARTINS, L.; SILVA, P.; GATTASS, M. A method to estimate volumetric curvature attributes in 3d seismic data. In: **Proceedings of the 74th EAGE Conference & Exhibition incorporating SPE EUROPEC 2012**. [S.l.: s.n.], 2012. 2, 5.2, 6
- [12] CASTANIE, L.; LÉVY, B.; BOSQUET, F. VolumeExplorer: Roaming Large Volumes to Couple Visualization and Data Processing for Oil and Gas Exploration. In: **IEEE Visualization 2005**. [S.l.: s.n.], 2005. 2
- [13] YAGEL, R.; KAUFMAN, A.; ZHANG, Q. Realistic volume imaging. In: **Proceedings of the 2nd conference on Visualization '91**. [S.l.: s.n.], 1991. ISBN 0-8186-2245-8. 2
- [14] RATERING, R.; BEHRENS, U. Adding shadows to a texture-based volume renderer. **Volume Visualization and Graphics, IEEE Symposium on**, IEEE Computer Society, Los Alamitos, CA, USA, v. 0, p. 39–46, 1998. 2
- [15] KNISS, J. et al. A model for volume lighting and modeling. **IEEE Transactions on Visualization and Computer Graphics**, v. 9, p. 150–162, 2003. 2
- [16] RUIZ, M. et al. Obscure-based volume rendering framework. In: **Volume Graphics**. [S.l.: s.n.], 2008. 2
- [17] BRUCKNER, S.; GRÖLLER, E. Enhancing depth-perception with flexible volumetric halos. **IEEE Transactions on Visualization and Computer Graphics**, IEEE Educational Activities Department, Piscataway, NJ, USA, v. 13, p. 1344–1351, 2007. ISSN 1077-2626. 2
- [18] SOLTÉSZOVÁ, V. et al. A multidirectional occlusion shading model for direct volume rendering. **Computer Graphics Forum**, v. 29, p. 883–891, 2010. 2
- [19] MAX, N. Optical models for direct volume rendering. **IEEE Transactions on Visualization and Computer Graphics**, IEEE Educational Activities Department, Piscataway, NJ, USA, v. 1, p. 99–108, 1995. ISSN 1077-2626. 3.2
- [20] FANG, S.; BIDDLECOME, T.; TUCERYAN, M. Image-based transfer function design for data exploration in volume visualization. In: **Proceedings of**

- the conference on Visualization '98**. [S.l.: s.n.], 1998. ISBN 1-58113-106-2. 3.2
- [21] MIRANDA, F.; CELES, W. Volume rendering of unstructured hexahedral meshes. **Vis Comput**, v. 28, p. 1005–1014, 2012. 3.2, 6
- [22] STAM, J. **Multi-Scale Stochastic Modelling of Complex Natural Phenomena**. Tese (Doutorado) — University of Toronto, 1995. 3.3
- [23] ARVO, J. Transfer equations in global illumination. In: **Global Illumination, SIGGRAPH 93 Course Notes**. [S.l.: s.n.], 1993. 3.3
- [24] HADWIGER, M. et al. Advanced illumination techniques for gpu-based volume raycasting. In: **Global Illumination, SIGGRAPH ASIA - Course Notes**. [S.l.: s.n.], 2008. 4.1
- [25] SANDERS, J.; KANDROT, E. **CUDA by Example: An Introduction to General-Purpose GPU Programming**. [S.l.]: Addison-Wesley Professional, 2010. 4.2
- [26] FAVERA, E. D.; CELES, W. Ambient occlusion using cone tracing with scene voxelization. In: **Proceedings of the XXV SIBGRAPI Conference on Graphics, Patterns and Images**. [S.l.: s.n.], 2012. 6
- [27] MEINICKE, M. K. G. **Opacidade 3D na Visualização Volumétrica de Dados Sísmicos**. Tese (Doutorado) — Pontifícia Universidade Católica do Rio de Janeiro - Puc-Rio, 2007. 6