

6

Referências Bibliográficas

AKENINE-MÖLLER, T.; HAINES, E.; HOFFMAN, N. **Real-Time Rendering, Third Edition**. Natick, MA, USA: A. K. Peters, Ltd., 2008. ISBN 9781439865293.

APPEL, A. Some techniques for shading machine renderings of solids. In: **Proceedings of the April 30–May 2, 1968, Spring Joint Computer Conference**. New York, NY, USA: ACM, 1968. (AFIPS '68 (Spring)), p. 37–45. Disponível em: <<http://doi.acm.org/10.1145/1468075.1468082>>.

BALSYS, R.; SUFFERN, K. Point based rendering of implicit 4-dimensional surfaces. In: **Computer Graphics, Imaging and Visualisation, 2007. CGIV '07**. Bangkok: IEEE, 2007. p. 31–40.

BORDIGNON, A. L. et al. Point-based rendering of implicit surfaces in r4. **Computers & Graphics**, v. 37, n. 7, p. 873 – 884, 2013. ISSN 0097-8493.

CAREY S.A.; BURTON, R.; CAMPBELL, D. Shades of a higher dimension. **Computer & Graphics**, n. 10, p. 93–94, 1987.

CASTELO, A. et al. The triangulation: An adaptive triangulation in any dimension. **Computers & Graphics**, Elsevier, v. 30, n. 5, p. 737–753, 2006.

CHEN, J.; JIN, X.; DENG, Z. Gpu-based polygonization and optimization for implicit surfaces. **The Visual Computer**, Springer, p. 1–12, 2014.

COXETER, H. **Regular Polytopes**. Mineola, New York: Dover Publications, 1973. (Dover Books on Mathematics Series). ISBN 9780486614809.

DÍAZ, J. E. F. **Improvements in the Ray Tracing of Implicit Surfaces Based on Interval Arithmetic**. Tese (Doutorado) — Universitat de Firona, november 2008.

ENGEL, K. et al. **Real-Time Volume Graphics**. Natick, MA, USA: A. K. Peters, Ltd., 2006. (Ak Peters Series). ISBN 9781568812663.

FIGUEIREDO, L. H. de et al. Physically-based methods for polygonization of implicit surfaces. In: **Proceedings of the Conference on Graphics Interface**

'92. San Francisco, CA, USA: Morgan Kaufmann Publishers Inc., 1992. p. 250–257. ISBN 0-9695338-1-0.

FORSYTH, A. **Geometry of four dimensions**. Cambridge: The University Press, 1930. (Geometry of Four Dimensions, v. 1).

HOFFMANN, C. M.; ZHOU, J. Some techniques for visualizing surfaces in four-dimensional space. **Comput. Aided Des.**, Butterworth-Heinemann, Newton, MA, USA, v. 23, n. 1, p. 83–91, fev. 1991. ISSN 0010-4485. Disponível em: <[http://dx.doi.org/10.1016/0010-4485\(91\)90083-9](http://dx.doi.org/10.1016/0010-4485(91)90083-9)>.

HOLLASCH, S. **Four Space Visualization of 4D Objects**. Dissertação (Mestrado) — Arizona State University, 1991.

KAJIYA, J. T. The rendering equation. **SIGGRAPH Comput. Graph.**, ACM, New York, NY, USA, v. 20, n. 4, p. 143–150, ago. 1986. ISSN 0097-8930. Disponível em: <<http://doi.acm.org/10.1145/15886.15902>>.

KNOLL, A. **Ray Tracing Implicit Surfaces for Interactive Visualization**. Salt Lake City, Utah: The University of Utah, 2009. ISBN 9781109151381.

KNOLL, A. et al. **Fast Ray Tracing of Arbitrary Implicit Surfaces with Interval and Affine Arithmetic**. 2009.

LIGHTHOUSE3D. **Pipeline OpenGL 4.2**. Accessed: 2014-08-11. Disponível em: <<http://www.lighthouse3d.com/tutorials/gsl-core-tutorial/pipeline33/>>.

MANNING, H. **Geometry of Four Dimensions**. New York: Macmillan, 1914.

MOORE, R. **Interval analysis**. Upper Saddle River, NJ 07458, USA: Prentice-Hall, 1966. (Prentice-Hall series in automatic computation).

PAIVA, A. et al. Robust adaptive meshes for implicit surfaces. In: IEEE. **19th Brazilian Symposium on Computer Graphics and Image Processing, 2006. SIBGRAPI'06**. Manaus (AM), Brazil, 2006. p. 205–212.

RAVEENDRAN, K. et al. Blending liquids. **ACM Transactions on Graphics (TOG)**, ACM, v. 33, n. 4, p. 137, 2014.

SHREINER, D. et al. **OpenGL Programming Guide: The Official Guide to Learning OpenGL, Version 4.3**. Boston, Mass.: Addison-Wesley, 2013. (Graphics programming). ISBN 9780321773036.

SIGG, C. **Representation and Rendering of Implicit Surfaces**. Tese (Doutorado) — ETH Zurich, 2006.

SINGH, J. M. Real-time approximate and exact csg of implicit surfaces on the gpu. In: IEEE. **2013 Fourth National Conference on Computer Vision, Pattern Recognition, Image Processing and Graphics (NCVPRIPG)**. Jodhpur, India, 2013. p. 1–3.

SPIVAK, M. **Calculus on manifolds. A modern approach to classical theorems of advanced calculus**. New York-Amsterdam: W. A. Benjamin, Inc., 1965. xii+144 p.

SUFFERN, K. **Ray tracing from the ground up**. Natick, MA, USA: A K Peters, 2007. (Ak Peters Series). ISBN 9781568812724.

WHITTED, T. An improved illumination model for shaded display. **Commun. ACM**, ACM, New York, NY, USA, v. 23, n. 6, p. 343–349, jun. 1980. ISSN 0001-0782. Disponível em: <<http://doi.acm.org/10.1145/358876.358882>>.

WITKIN, A.; HECKBERT, P. Using particles to sample and control implicit surfaces. **Proceedings of the SIGGRAPH'94**, 1994.

ZHOU, J. **Visualization of Four Dimensional Space and Its Applications**. Tese (Doutorado) — Purdue University, 1991.