

- [1] BAVOIL, L.; SAINZ, M. ; DIMITROV, R. **Image-space horizon-based ambient occlusion**. Em: SIGGRAPH '08: ACM SIGGRAPH 2008 TALKS, p. 1–1, New York, NY, USA, 2008. ACM.
- [2] CRASSIN, C.; NEYRET, F.; SAINZ, M.; GREEN, S. ; EISEMANN, E. **Interactive indirect illumination using voxel cone tracing: An insight**. Technical Talk at SIGGRAPH, aug 2011.
- [3] DEERING, M.; WINNER, S.; SCHEDIWY, B.; DUFFY, C. ; HUNT, N. **The triangle processor and normal vector shader: a vlsi system for high performance graphics**. Em: SIGGRAPH, p. 21–30, 1988.
- [4] DIMITROV, R.; BAVOIL, L. ; SAINZ, M. **Horizon-split ambient occlusion**. Em: PROCEEDINGS OF THE 2008 SYMPOSIUM ON INTERACTIVE 3D GRAPHICS AND GAMES, I3D '08, p. 5:1–5:1, New York, NY, USA, 2008. ACM.
- [5] EISEMANN, E.; DÉCORET, X. Fast scene voxelization and applications, **ACM SIGGRAPH 2006 Sketches on SIGGRAPH 06**, p. 8, 2006.
- [6] EISEMANN, E.; DÉCORET, X. **Single-pass GPU solid voxelization for real-time applications**. Em: GRAPHICS INTERFACE 2008, GI '08, MAY, 2008, p. 73–80, Windsor, Canada, Mai 2008. Canadian Information Processing Society.
- [7] EVERITT, C. Interactive order-independent transparency, **Engineering**, v.2, n.6, p. 7, 2001.
- [8] MAX, N. Optical models for direct volume rendering, **IEEE Transactions on Visualization and Computer Graphics**, v.1, p. 99–108, June 1995.
- [9] MITTRING, M. **Finding next gen: Cryengine 2**. Em: SIGGRAPH '07: ACM SIGGRAPH 2007 COURSES, p. 97–121, New York, NY, USA, 2007. ACM.
- [10] NOORUDDIN, F. S.; TURK, G. Simplification and repair of polygonal models using volumetric techniques, **IEEE Transactions on Visualization and Computer Graphics**, v.9, p. 191–205, 2003.

- [11] NVIDIA. **Nvidia direct3d sdk 10 code samples**, Jun 2011.
<http://developer.download.nvidia.com/SDK/10.5/direct3d/samples.html>.
- [12] NVIDIA. **Nvidia® optix 2 ray tracing engine examples**, Jun 2011.
<http://developer.nvidia.com/optix-interactive-examples>.
- [13] PAPAIOANNOU, G.; MENEXI, M. L. ; PAPADOPOULOS, C. Real-time volume-based ambient occlusion, **IEEE Transactions on Visualization and Computer Graphics**, v.16, p. 752–762, 2010.
- [14] SATTLE, M.; SARLETTE, R.; ZACHMANN, G. ; KLEIN, R. **Hardware-accelerated ambient occlusion computation**. Em: Girod, B.; Magnor, M. ; Seidel, H.-P., editors, **VISION, MODELING, AND VISUALIZATION 2004**, p. 331–338. Akademische Verlagsgesellschaft Aka GmbH, Berlin, Nov. 2004.
- [15] SHANMUGAM, P.; ARIKAN, O. **Hardware accelerated ambient occlusion techniques on gpus**. Em: IN I3D 07: PROCEEDINGS OF THE 2007 SYMPOSIUM ON INTERACTIVE 3D GRAPHICS AND GAMES, ACM. Press.
- [16] SZIRMAY-KALOS, L.; UMENHOFFER, T.; TÓTH, B.; SZÉCSI, L. ; SBERT, M. Volumetric ambient occlusion for real-time rendering and games., **IEEE Computer Graphics and Applications**, v.30, n.1, p. 70–79, 2010.