

Referências Bibliográficas

- ADELSON, E. and BERGSEN, J. 1991. **The Plenoptic Function and the Elements of Early Vision.** In: *Computational Models of Visual Processing*, MIT Press, Cambridge, MA, p. 3-29.
- AIREY, J., ROHLF, J. and BROOKS, F. 1990. **Toward Image Realism with Interactive Update Rates in Complex Virtual Building Environments.** In: *Proceedings of ACM Symposium on Interactive 3D Graphics*, vol. 24, no. 2, p. 41-50, March.
- AKENINE-MÖLLER, T. and HAINES, E. 2002. **Real-Time Rendering**, A K Peters, Natick, Massachusetts, second edition edition.
- ALIAGA, D. and LASTRA, A. 1997. **Architectural Walkthroughs Using Portal Textures.** In: *Proceedings of IEEE Visualization'97*, p. 355-362, October.
- ALIAGA, D. 1999. **MMR: An Integrated Massive Model Rendering System Using Geometric and Image-Based Acceleration.** In: *Proceedings of ACM Symposium on Interactive 3D Graphics*. Atlanta, GA, p. 199-206, April.
- ALIAGA, D. and CARLBOM, I. 2001. **Plenoptic Stitching: A Scalable Method for Reconstructing 3D Interactive Walkthroughs.** In: *ACM SIGGRAPH Computer Graphics Proceedings*, p. 443-450.
- ANDREWS, G. R. 2000. **Foundations of Multithreaded, Parallel, and Distributed Programming.** Addison Wesley, USA.

- BAYAKOVSKI, Y., LEVKOVICH, M., et al. 2002. **Depth Image-based Representation for Static and Animated 3D Objects**. Moscow State University Technical Report.
- BEIER, T. and NEELY, S. 1992. **Feature-based image metamorphosis**. In: ACM SIGGRAPH Computer Graphics Proceedings, p. 35-42.
- BLINN, J. and NEWELL, M. 1976. **Texture and Reflection in Computer Generated Images**. Communications of the ACM, vol. 19, no. 10, p. 542-547, October.
- BORSHUKOV, Georgi D. 1997. **New Algorithms for Modeling and Rendering Architecture from Photographs**. Master Thesis, Department of Computer Science, Berkeley.
- BUEHLER, C., BOSSE, M., MCMILLAN, L., GORTLER, S., COHEN, M. 2001. **Unstructural Lumigraph Rendering**. In: ACM SIGGRAPH Computer Graphics Proceedings.
- CARISSIMI, A., OLIVEIRA, R., TOSCANI, S. 2001. **Sistemas Operacionais. Série Livros Didáticos**. Instituto de Informática da UFRGS. Sagra Luzzatto, Porto Alegre.
- CATMULL, E. 1974. **A Subdivision Algorithm for Computer Display of Curved Surfaces**. PhD thesis, Department of Computer Science, University of Utha, December.
- CHAI, J., TONG, X., et al. 2000. **Plenoptic Sampling**. In: ACM SIGGRAPH Computer Graphics Proceedings.
- CHEN, S., WILLIAMS, L. 1993. **View Interpolation for Image Synthesis**. In: ACM SIGGRAPH Computer Graphics Proceedings.
- CHEN, S. 1995. **Quicktime VR - An Image-based Approach to Virtual**

Environment Navigation. In: ACM SIGGRAPH Computer Graphics Proceedings, p. 29-38, August.

CLUA, Esteban W. G., Dreux, M, Feijó, B. 2001. **A Shading Model for Image-based object rendering.** In: Proceedings of SIBGRAPI'01, p.138-145, October.

CLUA, Esteban W. G., Feijó, B., Dreux, M. 2003a. **Utilization of Nailboards for optimization in rendering distribution between CPU / GPU using Relief Texture Mapping.** Monografias em Ciência da Computação ISSN 0103-9741, MCC n. 28/03, Departamento de Informática, PUC-Rio.

CLUA, Esteban W. G., Feijó, B., Dreux, M. 2003b. **A Generic Avaliation Method for Image-Based Rendering Systems.** Monografias em Ciência da Computação, MCC n. 27/03, Departamento de Informática, PUC-Rio.

COOK, R. 1984. **Shade trees.** In: ACM SIGGRAPH Computer Graphics Proceedings, p. 223–231, July.

DALLY, W., et al. 1996. **The Delta Tree: An Object-Centered Approach to Image-Based Rendering.** MIT AI Lab Technical Memo 1604, May.

DAMON, W. 2003. **Impostors Made Easy.** Intel Technical Report. Disponível em <http://cedar.intel.com>.

DEBEVEC, P., TAYLOR, C. and MALIK, J. 1996. **Modeling and Rendering Architecture From Photographs: A Hybrid Geometry - and Image-Based Approach.** In: ACM SIGGRAPH Computer Graphics Proceedings, p. 11-20, August.

DEBEVEC, P., YU, Y., BORSHUKOV, G. 1998. **Efficient view-dependent image-based rendering with projective texture-mapping.** In: Proceedings of the 9th Eurographics Workshop on Rendering, p. 105–116. Springer-Verlag, Vienna, Austria.

- EBERLY, D. 2000. **3D Game Engine Design - A Practical Approach to Real-Time Computer Graphics**. Morgan Kaufmann Publishers Inc, San Francisco.
- ELHELW, M., YANG, G. 2003. **Cylindrical Relief Texture Mapping**. In: Journal of WSCG, Vol.11, No.1., Plzen, Czech Republic, February.
- FERNANDO, R. and KILGARD, M. 2003. **The Cg Tutorial - The definitive guide to programmable Real-Time Graphics**. Addison Wesley and NVidia, Boston.
- FLY3D, 2004. Disponível em www.fly3d.com. Acesso em: 23 jan. 2004.
- FONSECA, F. 2004. **Texturas com Relevo utilizando Iluminação por Pixel e Processamento Paralelo**. Departamento de Informática, Puc-Rio, Rio de Janeiro, Dissertação de Mestrado.
- FORSYTH, Tom. 2001. **Impostors: Adding Clutter**. In Mark DeLoura, ed., Game Programming Gems 2, Charles River Media, p. 488-496.
- FUIJITA, M., KANAI, T. 2002. **Hardware-Assisted Relief Texture Mapping**. Proc. Eurographics 02, short presentation.
- GOMES, J., VELHO, L. 1997. **Image Processing for Computer Graphics**. Springer-Verlag.
- GORTLER, S., GRZESZUCZUK, R., SZELISKI, R. and COHEN, M. 1996. **The Lumigraph**. In: ACM SIGGRAPH Computer Graphics Proceedings, p. 43-54, August.
- GORTLER, S., HE, L. and COHEN, M. 1997. **Rendering Layered Depth Images**. Technical Report, MSTR-TR-97-09.

- GREENE, N. 1986. **Enviroment Mapping and other aplications of Worls projections.** In: IEEE Computer Graphics and Aplications, Vol. 6, no. 11, p. 21 - 29. November.
- HEIGI, B., KOCH, R., et al. 1999. **Plenoptic Modeling and rendering from image sequences taken by hand-held camera.** In: Proceedings of DAGM 99, p. 94 – 101.
- HUNTER, G., M. 1978. **Efficient Computation and Data Structure for Graphics.** Department of Electrical Engineering and Computer Science, Princeton University, Ph. D. thesis.
- IGEHY, H., GORDON, S. and HANRAHAN, P. 1998. **The Design of a Parallel Graphics Interface.** In: ACM SIGGRAPH Computer Graphics Proceedings, p. 141-150, July.
- INTEL CORPORATION. 2001. **Introduction to Hyper-Threading Technologies.** White paper from INTEL Data Research. Document Number 250008-002.
- JAKULIN, Aleks. 2000. **Interactive Vegetation Rendering with Slicing and Blending.** In: Proceedings of Eurographics Workshop on Rendering. August.
- KANG, S. and SZELISKI, R. 1996. **3D Scene Data Racovery Using Omnidirectional Baseline Stereo.** In: IEEE Computer Vision and Pattern Recognition (CVPR 96), p. 364-370.
- KEMPF, R. and HARTMAN, J. 1998. **OPENGL on Silicon Graphics Systems,** Silicon Graphics Inc.
- KOZOVITS, L. 2004. **Otimização de Mensagens e Balanceamento de Jogos Multi-Jogador.** Departamento de Informática, Puc – Rio, Rio de Janeiro, Dissertação de Mestrado, 170p.

- LEE, S., CHWA, K., SHIN, S. and WOLBERG G. 1992. **Image metamorphosis using snakes and freeform deformations.** In: ACM SIGGRAPH Computer Graphics Proceedings, p. 439-448.
- LEVOY, M. and HANRAHAN, P. 1996. **Light Field Rendering.** In: ACM SIGGRAPH Computer Graphics Proceedings, p. 31-42, August.
- LIPPMAN, A. 1980. **Movie Maps: An Application on the Optical Videodisc to Computer Graphics.** In: ACM SIGGRAPH Computer Graphics Proceedings.
- MACIEL, PAULO W. and SHIRLEY, PETER. 1995. **Visual Navigation of Large Environments Using Textured Clusters.** Symposium on Interactive 3D Graphics pp 95-102. April.
- MARR, D., BINNS, F., et al. 2002. **Hyper-Threading Technology Architecture and Microarchitecture.** Intel Technology journal Q1.
- MAX, N. and OHSAKI, K. 1995. **Rendering Trees from Precomputed Z-Buffer Views.** In: Proceedings of the 6th Eurographics Workshop on Rendering, Dublin, Ireland, p. 45-54, June.
- MCMILLAN, L. and BISHOP, G. 1995. **Plenoptic Modeling: An Image-Based Rendering System.** In: ACM SIGGRAPH Computer Graphics Proceedings, p. 39-46, August.
- MCMILLAN, L. 1997. **An Image-Based Approach to Three Dimensional Computer Graphics.** Department of Computer Science, University of North Carolina at Chapel Hill, Ph. D. thesis.
- MCREYNOLDS, T., BLYTHE, D., et al. 1999. **Advanced Graphics Programming Techniques Using OpenGL.** In: ACM SIGGRAPH course notes.

- NYLAND, L., LASTRA, A., et al. 2001. **Capturing, Processing and Rendering Real-World Scenes**. Department of Computer Science, University of North Carolina Technical Report.
- OH, B., CHEN, M., et al. 2001. **Image-based Modeling and Photo Editing**. In: ACM SIGGRAPH Computer Graphics Proceedings.
- OLIVEIRA, M. and BISHOP, G. 1999. **Relief Textures**. Department of Computer Science, University of North Carolina at Chapel Hill, Technical Report TR99-015, March.
- OLIVEIRA, M. 2000 (a). **Relief Texture Mapping**. Department of Computer Science, University of North Carolina, PhD thesis.
- OLIVEIRA, M., BISHOP, G. and MCALLISTER, D. 2000 (b). **Relief texture mapping**. In: ACM SIGGRAPH Computer Graphics Proceedings, p. 359–368, November.
- OLIVEIRA, M., BISHOP, G. 2002. **Image-Based Objects**. University of North Carolina at Chapel Hill, Technical Report.
- PIGHIN, F., HECKER, J., et al. 1998. **Synthesizing realistic facial expressions from photographs**. In: ACM SIGGRAPH Computer Graphics Proceedings.
- POLICARPO, F. 2002. **CG Relief Texture Mapping**. CG shaders contest. Disponível em: <<http://www.cgshaders.org/shaders>>. Acesso em: 9 mar. 2004.
- POPESCU, V., LASTRA, A., et al. 1998. **Efficient Warping for Architectural Walktroughs Using Layered Depth Images**. In: Proceedings of IEEE Visualization.
- POPESCU, V., EYLES, J., et al. 2000. **The WarpEngine: An Architecture for the**

Post-Polygonal Age. In: ACM SIGGRAPH Computer Graphics Proceedings, p. 433-442, July.

POPESCU, V. 2001. **Forward Rasterization: A Reconstruction Algorithm for Image-based Rendering.** Department of Computer Science, University of North Carolina, PhD thesis.

PULLI, K., COHEN, M., et al., 1997. **View-based Rendering: Visualizing real objects from scanned range and color data.** In: Eurographics Rendering Workshop, p. 23–34.

RADEMACHER, P. and BISHOP, G. 1998. **Multiple-Center-of-Projection Images.** In: ACM SIGGRAPH Computer Graphics Proceedings, p. 199-206.

RAFFERTY, M., ALIAGA, D. and LASTRA, A. 1998(a). **3-D Warping in Architectural Walkthroughs.** In Proceedings of VRAIS, p. 228-233, March.

RAFFERTY, M., ALIAGA, D., POPESCU, V. and LASTRA, A. 1998(b). **Images for Accelerating Architectural Walkthroughs.** In: IEEE Computer Graphics & Applications, vol. 18, no. 6, p. 38-45, November/December.

SAUER, L. **titulo da tese.** Departamento de Engenharia Mecânica, Puc – Rio, Rio de Janeiro, Dissertação de Doutorado.

SCHAUFLER, G. 1995. **Dynamically Generated Impostors.** In: Workshop on Modeling – Virtual Worlds – Distributed Graphics, D. W. Fellner, ed., Verlag, p. 129-135, November.

SCHAUFLER, G. 1997. **Nailboards: A Rendering Primitive for Image Caching in Dynamic Scenes.** In: Proceedings of the 8th Eurographics

Workshop on Rendering. St. Etienne, France, Springer-Verlag, p. 151-162, June.

SCHAUFLER, G. 1998. **Per-Object Image Warping with layered Impostors.**

In: Proceedings of the 9th Eurographics Workshop on Rendering. Vienna, Austria, p. 145-156, June.

SEITZ, S. and DYER, C. 1996. **View Morphing.** In: ACM SIGGRAPH Computer Graphics Proceedings, p. 21-30, August.

SHADE, J., GORTLER, S., et al. 1998. **Layered Depth Images.** In: ACM SIGGRAPH Computer Graphics Proceedings, p. 231-242, July.

SHUM, H., HE, L. 1999. **Rendering with concentric mosaics.** In: ACM SIGGRAPH Computer Graphics Proceedings, August.

SHUM, H-Y. and KANG, S. 2000. **A Review of Image-based Rendering Techniques.** In: IEEE/SPIE Visual Communications and Image Processing, p.2-13.

SZELISKI, R. 1996. **Video mosaics for virtual environments.** In: IEEE Computer Vision and Applications, p. 22-30.

SZELISKI, R. and SHUM, H. 1997. **Creating full view panoramic image mosaics and texture-mapped models.** In: ACM SIGGRAPH Computer Graphics Proceedings.

TAKAHASHI, T., KAWASAKI, H., et al. 2000. **Arbitrary View Position and Direction Rendering for Large-Scale Scenes.** In: IEEE Computer Vision and Pattern Recognition (CVPR 00), p. 296-303.

TELLER, S. and SÉQUIN, C. 1991. **Visibility Preprocessing For Interactive Walkthroughs.** In: ACM SIGGRAPH Computer Graphics Proceedings, p. 61-69, July.

- TOBORG, J. and KAJIYA, J. 1996. **Talisman: Commodity Realtime 3D Graphics for PC**. In: ACM SIGGRAPH Computer Graphics Proceedings, p. 353-363, August.
- WATT, A. and POLICARPO, F. 2001. **3D games, Real-time Rendering and Software Technology**. ACM Press.
- WESTOVER, L. 1990. **Footprint Evaluation for Volume Rendering**. In: ACM SIGGRAPH Computer Graphics Proceedings, p. 367-376, August.
- WOLBERG, G. 1990. **Digital Image Warping**. IEEE Computer Society Press, Los Alamitos, CA.
- WOOD, D., AZUMA, D., et al. 2000. **Surface Light Fields for 3D photography**. In: ACM SIGGRAPH Computer Graphics Proceedings, July.