

## Bibliografia

- [1] MILLER, G. S.; HOFFMAN, C. R.. **Illumination and reflection maps: Simulated objects in simulated and real environments.** in SIGGRAPH 84 Course Notes for Advanced Computer Graphics Animation.
- [2] SPHERONVR. **Sphero cam hdr.** Disponível em: <[http://www.spheron.com/spheron/public/en/spherocamhdr\\_overview/spherocamhdr\\_overview.php](http://www.spheron.com/spheron/public/en/spherocamhdr_overview/spherocamhdr_overview.php)>. Acesso em: 27/03/2006.
- [3] DEBEVEC, P.. **Image based lighting siggraph 2001 course #14.** Disponível em: <<http://www.debevec.org/IBL2001>>. Acesso em: 27/03/2006.
- [4] ADOBE. **Adobe photoshop.** Disponível em: <<http://www.adobe.com/products/photoshop/>>. Acesso em: 27/03/2006.
- [5] MILLER, G.. **Notes on reflection mapping.** Disponível em: <<http://athens.itc.usc.edu/ReflectionMapping/Miller.html>>. Acesso em: 27/03/2006.
- [6] DEBEVEC, P.. **Light probe image gallery.** Disponível em: <<http://www.debevec.org/Probes>>. Acesso em: 27/03/2006.
- [7] DEBEVEC, P.. **Image based lighting tutorial.** IEEE Computer Graphics And Applications. Disponível em: <<http://www.debevec.org/CGAIBL2/ibl-tutorial-cga2002.pdf>>. Acesso em: 16/02/2006.
- [8] IMAGES, M.. **Mental ray product information.** Mental Images products page. Disponível em: <[http://www.mentalimages.com/2.1.0.mentalray/mental\\_ray\\_functional\\_overview\\_23082005.pdf](http://www.mentalimages.com/2.1.0.mentalray/mental_ray_functional_overview_23082005.pdf)>. Acesso em: 16/02/2006.
- [9] ATI. **Radeon x1k overview.** Disponível em: <<http://www.ati.com/products/RadeonX1900/specs.html>>. Acesso em: 27/03/2006.

- [10] ADOBE. **Tiff 6.0 specification**. Disponível em: <<http://partners.adobe.com/asn/tech/tiff/specification.jsp>>. Acesso em: 16/02/2006.
- [11] F. KAINZ, R.; HESS, D.. **The openexr image file format**. in SIGGRAPH Technical Sketches 2003.
- [12] WENZEL, C.. **FarCry and directx9**. Game Developers Conference 2005 Presentation. Disponível em: <[http://www.ati.com/developer/gdc/D3DTutorial08\\_FarCryAndDX9.pdf](http://www.ati.com/developer/gdc/D3DTutorial08_FarCryAndDX9.pdf)>. Acesso em: 16/02/2006.
- [13] KAWASE, M.. **Practical implementation of high dynamic range rendering**. Game Developers Conference 2005 Presentation. Disponível em: <<http://www.daionet.gr.jp/~masa/column/2004-04-04.html>>. Acesso em: 16/02/2006.
- [14] NVIDIA. **Geforce 256 register combiners**. Disponível em: <<http://developer.nvidia.com/object/registercombiners.html>>. Acesso em: 16/02/2006.
- [15] ROBERTSON, M. A.; BORMAN, S. ; STEVENSON, R. L.. **DYNAMIC RANGE IMPROVEMENT THROUGH MULTIPLE EXPOSURES**. p. 159–163.
- [16] AUTODESK. **3ds max 8 specification**. Autodesk home page. Disponível em: <[http://images.autodesk.com/adsk/files/3dsMax8\\_techspec\\_rev.pdf](http://images.autodesk.com/adsk/files/3dsMax8_techspec_rev.pdf)>. Acesso em: 16/02/2006.
- [17] LANDIS, H.. **Production-ready global illumination**. Course notes for SIGGRAPH 02, RenderMan in production.
- [18] EINSTEIN, A.; INFELD, L.. **The Evolution of Physics**. Touchstone, 1967.
- [19] CATMULL, E. E.. **A Subdivision Algorithm for Computer Display of Curved Surfaces**. PhD thesis, Dept. of CS, U. of Utah, Dec. 1974.
- [20] PHONG, B. T.. **Illumination for computer generated pictures**. Communications of the ACM, 18(6):311–317, 1975.
- [21] J.F. BLINN, M. N.. **Texture and reflection in computer-generated images**. Communications of the ACM, 19(10):542–527, Outubro 1976.

- [22] BLINN, J.. **Simulation of wrinkled surfaces.** In: SIGGRAPH '78: PROCEEDINGS OF THE 5TH ANNUAL CONFERENCE ON COMPUTER GRAPHICS AND INTERACTIVE TECHNIQUES, p. 286–292, New York, NY, USA, 1978. ACM Press.
- [23] WHITTED, T.. **An improved illumination model for shaded display.** Communications of the ACM, 23(1):349–349, 1980.
- [24] WILLIAMS, L.. **Pyramidal parametrics.** Computer Graphics, 7(3):1–11, 1983.
- [25] GREENE, N.. **Environment mapping and other applications of world projections.** ACM Transactions on Graphics, 6(11):21–29, 1986.
- [26] UPSTILL, S.. **The RenderMan Companion: A programmer's Guide to Realistic Computer Graphics.** Addison-Wesley, 1990.
- [27] WARD, G.. **Real pixels.** Graphics Gems II, p. 80–83, 1992.
- [28] WOO, M.. **OpenGL Programming Guide: The Official Guide to Learning OpenGL.** Addison-Wesley Professional, 1992.
- [29] MCCLUNEY, W.. **Introduction to Radiometry and Photometry.** Artech House Publishers, 1994.
- [30] S. MANN, R. P.. **On being undigital with digital cameras: extending dynamic range by combining differently exposed pictures.** Washington D.C., 1995.
- [31] GLASSNER, A.. **Principles of Digital Image Synthesis.** San Francisco: Morgan Kaufman, 1995.
- [32] WARD-LARSON, G.; SHAKESPEARE, R.. **Rendering with Radiance.** San Francisco: Morgan Kaufmann, 1998.
- [33] FEWERDA, J.. **Elements of early vision for computer graphics.** IEEE Computer Graphics and Applications, 25(1):22–33, 2001.
- [34] RAMAMOORTHY, R.; HANRAHAN, P.. **Frequency space environment map rendering.** Communications of the ACM, 21(3):517–526, 2002.
- [35] E. REINHARD, M. S. P. S.; FEWERDA, J.. **Photographic tone mapping reproduction for digital images.** IEEE Transactions on Graphics, 21(3):267–276, 2002.

- [36] MÖLLER, T.; HAINES, E.. **Real Time Rendering**. A.K. Peters, Natick, MA, 2002.
- [37] P.P SLOAN, J. K.; J.SNYDER. **Precomputed radiance transfer for real-time rendering in dynamic, low-frequency lighting environments**. *Communications of the ACM*, 21(3):527–536, 2002.
- [38] R. RAMAMOORTHY, P. H.. **All frequency shadows using non-linear wavelet lighting approximation**. *ACM Transactions on Graphics*, 22(3):376–381, 2003.
- [39] S. KANG, M. UYTENDAELE, S. W.; SZELISKI, R.. **High dynamic range video**. *ACM Transactions on Graphics*, 22(3):319–325, 2003.
- [40] A. POMI, G. MARMITT, I. W.; SLUSALLEK, P.. **Streaming Video Textures for Mixed Reality Applications in Interactive Ray Tracing Environments**. p. 261–269, 2003.
- [41] H. SEETZEN, L. W.; WARD, G.. **A high dynamic range display using low and high resolution modulators**. Baltimore: SID, 2003.
- [42] G. WARD, H. R.; PIATKO, C.. **A visibility matching tone reproduction operator for high dynamic range scenes**. *Journal of Graphics Tools*, 3(4):17–20, 2003.
- [43] W. R. MARK, R. S. GLANVILLE, K. A.; KILGARD, M. J.. **Cg: A system for programming graphics hardware in a c-like language**. *ACM Transactions on Graphics*, 22(3):896–907, 2003.
- [44] VIALLE, E.; DEMPSKY, K.. **Advance Lighting and Materials with Shaders**. Worldware Publishing, 2003.
- [45] H. SEETZEN, W. HEIDRICH, W. G. W. L. W. M. T. A. G.; VOROZCOVS, A.. **High dynamic range display systems**. *Communications of the ACM*, 23(3), 2004.
- [46] V. HAVRAN, M. SMYK, G. K. K. M. H. M.. **Interactive system for dynamic scene lighting using captured video environment maps**. Konstanz, Germany, 2005.
- [47] E. REINHARD, G. WARD, S. P.; DEBEVEC, P.. **High Dynamic Range Imaging: Aquisition, Display and Image Based Lighting**. Morgan Kaufmann, 2005.

- [48] BLINN, J.. **Models of light reflection for computer synthesized pictures.** In: ACM COMPUTER GRAPHICS (SIGGRAPH 77 PROCEEDINGS), p. 192–198, Computer Graphics Proceedings, Annual Conference Series, Julho, 1977.
- [49] B. CABRAL, N. M.; SPRINGMEYER, R.. **Bidirectional reflection functions from surface bump maps.** In: PROCEEDINGS OF SIGGRAPH, volumen 21, p. 2731–281, Computer Graphics Proceedings, Annual Conference Series, Julho, 1987.
- [50] CHEN, E.. **Quicktime vr: An image-based approach to virtual environment navigation.** In: SIGGRAPH 95: PROCEEDINGS OF THE 2ND ANNUAL CONFERENCE ON COMPUTER GRAPHICS AND INTERACTIVE TECHNIQUES, p. 29–38, 1995.
- [51] J. COHEN, C. TCHOU, T. H.; DEBEVEC, P.. **Real-time high dynamic range texture mapping.** In: 12TH EUROGRAPHICS WORKSHOP ON RENDERING, p. 313–320, Eurographics, 2002.
- [52] DEBEVEC, P.; J.MALIK. **Recovering high dynamic range maps from photographs.** In: PROCEEDINGS OF SIGGRAPH 97, Computer Graphics Proceedings, Annual Conference Series, Agosto 1997.
- [53] DEBEVEC, P.. **Rendering synthetic objects in real scenes: Bridging traditional and image-based graphics with global illumination and high dynamic range photography.** In: PROCEEDINGS OF SIGGRAPH 98, Computer Graphics Proceedings, Annual Conference Series, Agosto 1998.
- [54] C.M. GORAL, K. T.. **Modelling the interaction of light between diffuse surfaces.** In: PROCEEDINGS OF SIGGRAPH, p. 213–222, 1984.
- [55] M. OREN, S. K. N.. **Generalization of lambert's reflectance model.** In: PROCEEDINGS OF SIGGRAPH, p. 239–246, Computer Graphics Proceedings, Annual Conference Series, 1994.
- [56] SZELISKI, R.; SHUM, H.-Y.. **Creating full view panoramic mosaics and environment maps.** In: PROCEEDINGS OF SIGGRAPH, p. 251–258, Computer Graphics Proceedings, Annual Conference Series, Agosto, 1997.