

	Group:	red	blue	black	gold	cyan	grey	green	
	Leader:	Reddy	Fisher	Green	Du	Fang	Rambach	Han	
		Lin	Lam	Johnson	Fan, P.	An	Bolitho	Lu	
		Huang	Imai	Bagby	Xiang	He	Sickinger	Kakumani	
		Woodward		Stilnovic	Yang	Qian		Fan, X.	
	Papers Chosen:	2	2	4	2	2	3	4	
Author	Paper Title								
Adams, Philip Dutré ...	Interactive Boolean Operations o...								0
Agarwal (University ...	Structured Importance Sampling o...								0
Agrawala (Microsoft ...	Designing Effective Step-By-Step...								0
Aila (Helsinki Unive...	Delay Streams for Graphics Hardw...								0
Akenine-Möller (Chal...	Graphics for the Masses: A Hardw...			1					1
Allen, Brian Curless...	The Space of Human Body Shapes: ...								0
Alliez, David Cohen...	Anisotropic Polygonal Remeshing ...								0
Arikan, David A. For...	Motion Synthesis From Annotation...								0
Assarsson, Tomas Ake...	A Geometry-Based Soft Shadow Vol...			1					1
Bala, Bruce Walter, ...	Combining Edges and Points for I...								0
Baraff, Andrew Witki...	Untangling Cloth ...							1	1
Bing Kang, Matthew U...	High Dynamic Range Video ...								0
Bingfeng, Fang Xifen...	Improving Mid-Tone Quality of Va...								0
Bolz, Ian Farmer, Ei...	Sparse Matrix Solvers on the GPU...								0
Carranza, Christian ...	Free-Viewpoint Video of Human Ac...								0
Chuang, Dan B. Goldm...	Shadow Matting and Compositing (...)								0
Cohen (Microsoft Res...	Wang Tiles for Image and Texture...		1						1
Dachsbacher, Christi...	Sequential Point Trees ...								0
DeCarlo (Rutgers Uni...	Suggestive Contours for Conveyin...		1						1
Decoret, Frédo Duran...	Billboard Clouds for Extreme Mod...								0
Dobashi, Tsuyoshi Ya...	Real-Time Rendering of Aerodynam...								0
Dontcheva, Gary Yngv...	Layered Acting For Character Ani...								0
Drori, Daniel Cohen...	Fragment-Based Image Completion ...								0
Fang, Nancy S. Polla...	Efficient Synthesis of Physical...								0
Feldman, James F. O'...	Animating Suspended Particle Exp...								0
Fleishman, Iddo Dror...	Bilateral Mesh Denoising ...				1				1
Gardner, Chris Tchou...	Linear Light Source Reflectometr...								0
Goesele (MPI Informa...	Accurate Light Source Acquisitio...								0
Gotsman (Technion - ...	Fundamentals of Spherical Parame...								0
Govindaraju, Brandon...	Interactive Shadow Generation in...		1					1	2
Gross, Edouard Lambo...	blue-c: A Spatially Immersive Di...								0
Guendelman, Robert B...	Nonconvex Rigid Bodies with Stac...								0
Han, Ken Perlin (New...	Measuring Bidirectional Texture ...								0
Hersch, Fabien Colla...	Reproducing Color Images With Em...								0
Hillesland (Universi...	Nonlinear Optimization Framework...								0
Isenburg (University...	Out-of-Core Compression for Giga...							1	1
Jacobs (Microsoft Re...	Adaptive Grid-Based Document Lay...								0
Jones, Frédo Durand ...	Non-Iterative, Feature-Preservin...								0
Kähler, Joerg Haber...	Reanimating the Dead: Reconstruc...				1				1
Kalnins, Philip L. D...	Coherent Stylized Silhouettes ...		1						1
Katz (Technion - Isr...	Hierarchical Mesh Decomposition ...								0
Khodakovsky, Nathan ...	Globally Smooth Parameterization...								0
Kim, Sang Il Park, S...	Rhythmic-Motion Synthesis Based o...								0
Kraevoy, Alla Sheffe...	Matchmaker: Constructing Constr...								0
Krüger, Rüdiger West...	Linear Algebra Operators for GPU...								0
Kwatra, Arno Schödl...	Graphcut Textures: Image and Vid...								0
L. James, Kayvon Fat...	Precomputing Interactive Dynamic...								0
Lee, Mathieu Desbrun...	Progressive Encoding of Complex ...								0
Lévy (ISA - INRIA Lo...	Dual Domain Extrapolation ...								0
Lévyand, Olga Sorkin...	Ray Space Factorization for From...								0
Llamas, Byungmoon Ki...	Twister: A Space-Warp Operator f...								0
Marschner (Cornell U...	Light Scattering From Human Hair...								0
Masselus, Pieter Pee...	Relighting with 4D Incident Ligh...								0
Matusik (Massachuset...	A Data-Driven Reflectance Model ...								0
Mohr, Michael Gleich...	Building Efficient, Accurate Cha...								0
Munzner (University ...	TreeJuxtaposer: Scalable Tree Co...								0
Ng (Stanford Univers...	All-Frequency Shadows Using Non...								0
Ohtake, Alexander Be...	Multi-Level Partition of Unity I...								0
O'Sullivan, John Din...	Evaluating the Visual Fidelity o...								0
Otaduy, Ming C. Lin ...	Sensation Preserving Simplificat...								0
Pauly, Richard Keise...	Shape Modeling with Point-Sample...								0
Pérez, Michel Gangne...	Poisson Image Editing ...								0
Praun (University of...	Spherical Parameterization and R...								0
R. Mark (University ...	Cg: A System for Programming Gra...								0
Raskar, Jeroen van B...	iLamps: Geometrically Aware Proj...								0
Rasmussen (Industria...	Smoke Simulation For Large Scale...				1				1
Reitsma, Nancy S. Po...	Perceptual Metrics for Character...								0
Sand (Massachusetts ...	Continuous Capture of Skin Defor...								0
Sederberg (Brigham Y...	T-Splines and T-NURCCs ...					1		1	2
Sen, Michael Cammara...	Shadow Silhouette Maps ...						1		1
Sloan (Microsoft Cor...	Bi-Scale Radiance Transfer ...								0
Sloan (Microsoft Cor...	Clustered Principal Components f...								0
Stam (Alias Wavefron...	Flows on Surfaces of Arbitrary T...								0
Tong (University of ...	Discrete Multiscale Vector Field...								0
Treuille, Antoine Mc...	Keyframe Control of Smoke Simula...							1	1
Tsumura (Chiba Unive...	Image-Based Skin Color and Textu...								0
Wang (Microsoft Rese...	View-Dependent Displacement Mapp...							1	1
Wilson, Dinesh Manoc...	Simplifying Complex Environments...							1	1
Wonka (Georgia Insti...	Instant Architecture ...								0
Wu, Zoran Popovic (U...	Realistic Modeling of Bird Fligh...								0
Zhang (Tsinghua Univ...	Synthesis of Progressively Varia...						1		1