

A Bibliography of *The Journal of Visualization and Computer Animation*

Nelson H. F. Beebe
University of Utah
Department of Mathematics, 110 LCB
155 S 1400 E RM 233
Salt Lake City, UT 84112-0090
USA

Tel: +1 801 581 5254

FAX: +1 801 581 4148

E-mail: beebe@math.utah.edu, beebe@acm.org, beebe@computer.org (Internet)

WWW URL: <http://www.math.utah.edu/~beebe/>

14 October 2017

Version 1.17

Title word cross-reference

3 [222, 131, 44, 120, 217, 151, 168, 219, 78, 214, 188, 189, 114, 47, 164, 40, 10, 190, 191, 158, 16]. *N* [89].

-body [89]. **-D** [16].

3-D [272]. **3D** [238, 239, 246, 247, 281, 275, 251, 276].

'93 [75]. **'95** [105, 121]. **'97** [142].

ability [161]. **Abstraction** [84].

Acceleration [135, 194]. **Access** [110].

Actor [79]. **actors** [23]. **Adaptation** [140].

Adapting [289]. **Adaptive** [265, 272].

Advanced [227, 57]. **Ageing** [92]. **agents**

[78, 262]. **aided** [156, 137]. **Algorithm** [5, 152, 137, 171, 44, 280, 48, 215, 218, 54, 251, 283]. **algorithms** [230]. **ambition** [278]. **Analysis** [104, 228, 109, 54, 13]. **anatomical** [238, 239]. **ancient** [281]. **animal** [200]. **Animated** [132, 78, 55, 118, 214, 225, 260]. **Animating** [212, 116, 30, 1, 27]. **Animation** [61, 82, 120, 64, 8, 157, 76, 7, 60, 186, 152, 39, 2, 92, 67, 221, 201, 210, 21, 259, 24, 261, 215, 173, 203, 17, 159, 199, 250, 19, 178, 34, 216, 184, 13, 4, 45, 26, 177, 15, 231, 16]. **Animations** [104]. **anisotropic** [249]. **annotated** [11, 14]. **Antarctic** [112]. **anthropomorphic** [190]. **Application** [290, 48, 219, 181, 158]. **applications** [277, 168, 275]. **Applied** [69]. **Applying** [83]. **Approach** [151, 87, 122, 86, 39, 206, 174, 167, 199, 49, 284, 4, 16].

Approximation [67, 228]. **Arbitrary** [118]. **Architectural** [150]. **architecture** [23]. **archival** [274]. **Arm** [137, 288]. **Arrangement** [102]. **art** [277, 244, 245]. **art-oriented** [277]. **Articulated** [88, 71, 27]. **Arts** [37]. **ArtShop** [277]. **assisted** [129]. **attention** [261]. **Augmenting** [256]. **aurora** [268]. **autistic** [286]. **automata** [168]. **Automated** [29, 274]. **Automatic** [129, 79]. **automaton** [158]. **automaton-based** [158]. **Autumn** [102]. **Avoidance** [56].

B [83, 196]. **B-spline** [83, 196]. **Back** [69]. **Back-face** [69]. **Background** [29, 79]. **Ballerinas** [41]. **base** [135]. **Based** [61, 149, 151, 91, 101, 77, 221, 242, 243, 171, 66, 90, 210, 280, 140, 256, 215, 167, 85, 146, 282, 79, 272, 19, 180, 232, 13, 4, 177, 144, 276, 158]. **basis** [125]. **Behaviour** [108, 250, 23, 158]. **behaviour-embedded** [250]. **Behavioural** [90, 259, 261, 4]. **between** [207]. **Bézier** [196]. **bibliography** [11, 14]. **Biological** [50]. **Biparametric** [52]. **Blending** [103, 25]. **Blends** [122]. **Blocks** [65]. **bodies** [207, 24]. **Body** [153, 67, 161, 57, 195, 89]. **Botanical** [66]. **boundary** [49]. **Bounds** [139]. **braids** [42]. **Branching** [21]. **Break** [66]. **Bridge** [2]. **broken** [200]. **broken-up** [200]. **bronze** [281]. **buffers** [25]. **Building** [238, 239, 65]. **built** [278]. **button** [9].

Calculation [135, 154, 161]. **Calder** [211]. **Camera** [101]. **Cameras** [115, 254]. **capability** [78]. **Caracol** [223]. **cardiac** [209]. **Carlo** [59]. **Cartesian** [216]. **Cartoon** [129]. **Casting** [152, 83, 270]. **Cel** [129]. **cell** [44]. **cell-transverse** [44]. **cellular** [168, 158]. **CES** [105]. **CG** [205]. **character** [215]. **characterization** [180]. **Characters** [186, 260]. **Choreographed** [38]. **Circular** [103]. **Classification** [63]. **closely** [109]. **Cloth** [151, 205, 203]. **cloth-like** [203]. **clothes** [207]. **Cloths** [39].

Coherence [154, 124, 72, 93, 230, 218]. **collaborative** [286]. **Colliding** [85]. **Collision** [77, 69, 51, 171, 280, 24]. **colour** [125]. **Colours** [102]. **Combining** [85]. **comment** [194]. **Commercial** [15]. **Compact** [99]. **company** [9]. **comparing** [169]. **Complex** [50, 10, 72, 24, 249]. **Complexity** [104]. **components** [250]. **Compression** [141]. **Computation** [59, 271]. **Computer** [132, 129, 55, 60, 159, 156, 26, 39, 2, 137, 67, 206, 45, 41, 16, 105]. **Computer-aided** [156, 137]. **Computer-assisted** [129]. **Computing** [183]. **Concept** [3]. **Concepts** [57]. **Conference** [75]. **Connectionist** [12]. **Connectivity** [91]. **Constraint** [140]. **Constraint-based** [140]. **Constraints** [60, 89, 39, 267]. **Constructive** [232]. **Contact** [128, 77]. **Contacts** [153]. **contrast** [234, 235]. **contrast-enhanced** [234, 235]. **Control** [85, 206, 193, 173, 288, 257]. **controlled** [82]. **controlling** [23]. **correspondences** [49]. **Cost** [132]. **Creating** [62]. **Creation** [190, 240, 241]. **Creative** [35]. **credibility** [278]. **critical** [283]. **Cross** [74, 2]. **Cross-Bridge** [2]. **Cross-dissolves** [74]. **CSG** [152]. **CT** [242, 243]. **cubic** [21]. **Culling** [69, 218, 283]. **cultural** [277]. **Currents** [90]. **Curve** [99]. **Curved** [73]. **Curves** [76, 103]. **cutting** [236, 237]. **Cylinder** [127]. **Cylinder-like** [127]. **Cylinders** [76].

D [189, 222, 131, 44, 120, 217, 151, 168, 219, 78, 214, 188, 114, 47, 164, 40, 10, 272, 190, 191, 158, 16]. **D-space** [78]. **Dangling** [39]. **Data** [110, 53, 114, 63, 83, 107, 30, 36, 44, 40, 166]. **database** [47, 284]. **databases** [189]. **decomposition** [265]. **Deformable** [77, 209, 24, 195, 22]. **Deformation** [61, 97]. **deformations** [207]. **Deformed** [74, 270]. **deformed-volume** [270]. **Density** [64].

dependent [145, 114]. **Derivative** [99]. **Design** [64, 80, 26]. **Desque** [164]. **Detail** [186]. **Detection** [69, 51, 242, 243, 171, 280, 32]. **deterministic** [174]. **developed** [9]. **Development** [287]. **diagnosis** [209]. **difference** [281]. **Differential** [99]. **Digital** [112, 193]. **dilemmas** [278]. **dimensional** [68, 43, 177, 18]. **Direct** [70]. **directed** [288, 65]. **disorders** [286]. **disparity** [256]. **disparity-based** [256]. **Display** [5, 125, 44, 282, 16]. **Displays** [36]. **dissolves** [74]. **Dormancy** [66]. **double** [278]. **down** [157]. **Driven** [73, 210, 119]. **droplets** [157]. **Dust** [172]. **Dynamic** [133, 92, 73, 234, 235, 161, 178, 276]. **Dynamics** [67, 12, 34, 27].

Ecosystem [50]. **Editorial** [197, 264, 285, 148, 155, 160, 165, 176, 192, 208, 213, 220, 248, 252, 269, 273, 279, 96, 100, 113, 121, 117, 126, 130, 134, 138, 143, 170, 182, 258, 226, 106, 187, 233]. **Efficient** [152, 163, 173, 218, 180, 204]. **elasticity** [249]. **electrostatic** [219]. **element** [240, 241]. **elements** [164]. **embedded** [250]. **embodied** [262]. **enabled** [217]. **encoded** [146]. **end** [9]. **endpoint** [267]. **engine** [178]. **enhanced** [234, 235]. **Environment** [147, 7, 259, 288]. **Environments** [150, 10, 133, 72, 263, 212, 286]. **Ergonomic** [137]. **Erosion** [149]. **Error** [139, 228]. **establishing** [49]. **estimation** [163]. **Euclidean** [254]. **Eurhythm** [3]. **Evaluating** [288]. **Evaluation** [137]. **Evidence** [186]. **evolutionary** [271]. **Evolving** [193]. **experiences** [278]. **Exploitation** [93]. **Exploiting** [230]. **Exploration** [105, 107, 33]. **expressions** [262]. **Extended** [115]. **Extending** [31]. **Extension** [154, 114, 173]. **extrapolation** [249]. **Extrusion** [118]. **Eye** [261].

face [49, 69]. **Faces** [30, 225]. **Facial** [31, 92, 210, 262, 13]. **factorization** [254]. **Fast** [136, 125, 280, 265, 194]. **Ferret** [109]. **Fidelity** [112, 240, 241]. **Fields** [149, 70, 219, 18]. **Figure** [88]. **figures** [172]. **Film** [101]. **Filtering** [53]. **finite** [240, 241]. **Fire** [68]. **First** [99]. **Flames** [68]. **flexible** [190]. **Floor** [112]. **Flow** [83, 38, 221]. **flows** [185]. **focus** [244, 245]. **foot** [177]. **force** [249, 177]. **Forest** [131]. **form** [82, 270, 255, 204]. **Formfactor** [135]. **Formula** [99]. **Fourier** [53, 141]. **Fractal** [94]. **Frame** [154, 212]. **Frame-to-Frame** [154]. **Frames** [152]. **framework** [184]. **Free** [82, 270, 255, 204]. **Free-form** [82, 270, 255, 204]. **Freeform** [122]. **Full** [93]. **Function** [221, 93]. **Function-based** [221]. **functioning** [286]. **Functions** [64, 10, 125, 20]. **Fungal** [86]. **fusion** [260].

G [5]. **G-Octree** [5]. **gait** [271, 287]. **garments** [224]. **gaseous** [202]. **Gaze** [263]. **Generalized** [76, 236, 237, 16]. **generate** [200]. **generated** [41]. **generating** [256]. **Generation** [53, 79, 21, 169]. **generator** [43, 199]. **generic** [178]. **Genetic** [88]. **Geometric** [132, 137]. **GIS** [189]. **Global** [110, 59]. **Goal** [65, 60, 288]. **Goal-directed** [65, 288]. **goals** [78]. **Grammar** [101]. **Graphical** [36, 164, 250]. **Graphics** [75, 105, 132, 121, 142, 9]. **grasp** [215]. **grasp-based** [215]. **Grey** [5]. **Grey-Scale** [5]. **grid** [44]. **Growth** [86, 231].

hair [25, 34]. **Hanging** [39]. **Heating** [22]. **Heliotropism** [66]. **Hemisphere** [135]. **Hemisphere-base** [135]. **Heritage** [284, 277, 275]. **Hermite** [21, 103]. **Hertz** [77]. **Hierarchical** [139, 230]. **High** [229, 112, 162, 40, 9, 286, 240, 241]. **high-end** [9]. **high-fidelity** [240, 241]. **high-functioning** [286]. **High-quality** [229, 162]. **high-speed** [40]. **hopper** [173]. **hopping** [172]. **hull** [276]. **Human** [271, 128, 177, 36, 209, 205, 78, 173, 161, 159,

199, 34, 231]. **hundred** [45]. **Hyperpatch** [83]. **hypervolume** [232].

IBCD [280]. **Illumination** [10, 59, 194, 144, 54]. **Illusion** [62]. **Image** [6, 111, 97, 282, 74, 38, 144, 171, 277, 280, 188, 244, 245]. **Image-based** [144, 171]. **image-processing** [277]. **Images** [111, 5, 242, 243, 234, 235, 281, 253, 169]. **imaging** [275, 181]. **immersive** [289, 282]. **Imperfection** [6]. **implementing** [236, 237]. **implicit** [180]. **impostor** [283]. **improved** [196]. **Improving** [249]. **incorporation** [283]. **Incremental** [145]. **indexed** [45]. **Infinite** [37]. **Inflation** [118]. **inherent** [234, 235]. **ink** [158]. **Integrated** [48, 87, 109, 40]. **Integrating** [207]. **Interaction** [120]. **Interactions** [56, 50, 249]. **Interactive** [153, 80, 203, 18, 236, 237, 227, 246, 247, 47, 284, 286, 184, 16]. **interface** [164, 287]. **Interference** [32]. **Interpolating** [123]. **Interpolation** [103, 74, 83, 175, 21, 49]. **interpreting** [40]. **Intrinsic** [123]. **invariant** [234, 235]. **Inverse** [27]. **isosurfaces** [162, 224]. **isotropic** [174]. **Issue** [121, 142]. **Italy** [8].

Jaw [128].

kidney [240, 241]. **Kinematically** [73]. **knitwear** [204]. **knots** [42]. **knowledge** [242, 243]. **knowledge-based** [242, 243].

L [86]. **L-Systems** [86]. **Lagrangian** [27]. **Land** [56]. **Language** [55, 63, 250]. **Large** [81]. **Layered** [257]. **Leaf** [102]. **left** [209]. **length** [146]. **Light** [95]. **Lighting** [212]. **like** [127, 203, 158]. **Limb** [71]. **Linear** [83, 175, 249, 107]. **Lip** [29]. **Lip-Sync** [29]. **local** [272]. **locomotion** [287]. **LOD** [257, 283]. **lumigraph** [257]. **Lung** [242, 243].

magnetic [18]. **Mammal** [108]. **MAMVIS**

[108]. **Manipulation** [153]. **Mankind** [73]. **mapping** [266]. **maps** [202]. **Marine** [110, 108]. **Mass** [151]. **match** [205]. **measurement** [272]. **Mechanical** [58]. **medical** [244, 245, 181]. **Medium** [59]. **melting** [22]. **Menv** [7]. **merging** [205]. **mesh** [236, 237, 272]. **mesh-cutting** [236, 237]. **Meshes** [118, 227]. **Metamorphosis** [127]. **Metaphor** [101]. **metastasis** [242, 243]. **Method** [124, 150, 118, 242, 243, 200, 236, 237, 125, 254, 166, 212]. **Methods** [57]. **Metrics** [139, 169]. **Minimization** [132]. **mirrors** [281]. **Mobility** [218]. **Mock** [62]. **modalities** [244, 245]. **Model** [61, 90, 149, 151, 92, 209, 271, 173, 214, 195, 250, 240, 241]. **Model-Based** [151]. **Modeling** [202, 221, 217, 267, 225, 232]. **modeller** [15]. **Modelling** [120, 112, 76, 7, 81, 128, 95, 86, 30, 266, 24, 179, 253, 12, 34, 13, 251, 255]. **Models** [132, 91, 37, 123, 77, 118, 172, 282, 22, 27, 190, 251]. **modification** [282]. **Modular** [104]. **molecules** [219]. **Monte** [59]. **Mood** [79]. **Morphing** [97, 114, 256, 276]. **Motion** [209, 84, 140, 88, 87, 71, 128, 101, 141, 2, 65, 198, 267, 78, 215, 199, 260]. **Motions** [116, 79]. **Motor** [23]. **Mountain** [149]. **Movement** [71, 288]. **movements** [261]. **movie** [205]. **movies** [256]. **Moving** [154, 205, 157]. **MR** [234, 235]. **Multi** [57, 217, 227, 266, 212]. **Multi-body** [57]. **Multi-Frame** [212]. **multi-mapping** [266]. **multi-resolution** [217, 227]. **Multidimensional** [10]. **Multilayer** [224]. **Multilevel** [72]. **multimedia** [290, 47, 284]. **Multiple** [70, 186, 260, 229, 40]. **Multiresolution** [145]. **Multivariate** [63]. **Muscle** [2, 210]. **muscle-based** [210]. **Museum** [47, 275]. **Music** [79].

Natural [55, 266]. **navigation** [244, 245, 47]. **neuromusculoskeletal** [271]. **Non** [175, 107, 174]. **non-deterministic**

[174]. **Non-linear** [175, 107]. **Normal** [53, 163]. **novel** [256, 251]. **NPSNET** [51]. **NRC** [275]. **number** [43].

OBB [280]. **Object**

[120, 84, 167, 57, 21, 256, 283].

Object-order [167]. **Object-oriented**

[120, 84, 57]. **Objects** [136, 154, 151, 85, 127, 144, 270, 203, 265, 178, 194]. **Obstacle** [153, 56]. **Ocean** [107, 179].

Oceanographic [111]. **Octree** [91, 5].

Offset [76]. **Online** [198, 288]. **operation**

[201]. **operator** [163]. **optimality** [272].

Optimized [71]. **Order** [82, 167].

Order-controlled [82]. **organizing** [189].

organs [231]. **Orientations** [103]. **oriented**

[277, 120, 84, 57]. **Origami** [98]. **origin** [54]. **orthopaedic** [244, 245].

Pacific [75, 121, 142]. **Painting** [129, 217].

panoramas [256]. **paradigms** [246, 247].

Parameter [35]. **Parameters** [123, 43].

Parametric [122, 214]. **Parkinson** [290].

Participating [59]. **Particle** [90, 202].

Particle-based [90]. **particles** [222].

Partitioning [150]. **past** [278]. **PASTIS**

[17]. **Path** [73]. **patients** [290]. **Patterns**

[151]. **people** [286]. **Perception** [19].

Perception-based [19]. **Performance**

[210, 263, 193]. **Performance-driven** [210].

perfusion [234, 235]. **Periodic** [141].

personal [9, 41]. **perspective** [228, 254].

phenomena [202]. **Physical** [56, 290].

Physically [85, 13]. **Physically-based**

[85, 13]. **physics** [224]. **pixel** [25]. **planar**

[173]. **Planner** [71]. **planning** [78, 215, 23].

Playing [98]. **Polygon** [118]. **Polyhedra**

[69]. **Polyhedral** [123]. **polymer** [46].

postural [78]. **Posture** [137]. **pottery**

[274]. **Predict** [137]. **presentation** [284].

Priority [119]. **Priority-driven** [119].

Process [3, 48]. **Processing**

[111, 186, 104, 277, 24]. **processor** [16].

product [9, 216]. **Production** [129].

program [17]. **Programming** [88, 58, 259].

progressive [251]. **project** [286, 223].

Projected [228]. **Projection** [93, 228, 282].

Properties [95]. **Providing** [110]. **pseudo**

[282]. **pseudo-projection** [282].

Psychological [186]. **puppetry** [193].

quality [206, 229, 162]. **Quaternion**

[99, 103]. **query** [54].

R [189]. **R-trees** [189]. **Radiative** [95].

Radiosity [139, 135, 133, 72, 94, 212].

Radius [76]. **Random** [94]. **Range**

[31, 281]. **Rapid** [225]. **rasterization** [32].

Ray [270, 124, 115, 152, 83, 119, 1, 54, 196].

ray-traced [1]. **Reach** [137]. **reaction**

[177]. **Real** [186, 51, 16]. **Real-time**

[186, 51, 16]. **realism** [249]. **Realistic**

[185, 6, 188, 204, 54]. **Reality**

[154, 62, 289, 203]. **RECODE** [171].

Recognition [129]. **Reconstruction**

[112, 276, 278, 174, 229, 254, 274, 188].

rectilinear [44]. **recursive** [49]. **references**

[45]. **reflectances** [174]. **Reflection** [37].

Regression [267]. **regular** [44].

rehabilitation [290, 289, 287]. **Relativistic**

[136, 194]. **relativity** [194]. **render** [9].

rendered [169]. **renderer** [40]. **Rendering**

[136, 131, 70, 25, 124, 114, 93, 202, 185, 179,

167, 162, 146, 218, 19, 34, 166, 196, 194, 266,

158, 283, 204]. **Representation** [107, 49].

Represented [5]. **Reproducing** [211].

research [240, 241]. **resolution** [217, 227].

Response [77, 51]. **responsive** [184].

retargetting [198]. **Rigid** [153, 67]. **Rods**

[39]. **Rolling** [52]. **run** [146].

run-length-encoded [146]. **running** [173].

same [54]. **Sampled** [53]. **Scalar** [70].

Scale [234, 235, 5]. **Scale-invariant**

[234, 235]. **Scanned** [30]. **Scene** [104, 276].

Scenery [131, 149, 266]. **scenes**

[238, 239, 179, 188, 255]. **Scientific**

[74, 11, 14]. **Sculpting** [191, 222].

sculpture [26]. **Sea** [105, 112]. **seeds** [33]. **segmentation** [246, 247, 234, 235]. **Selection** [35, 234, 235]. **selective** [166]. **Sequences** [111, 205, 188]. **Sequential** [60]. **Sequential-goal** [60]. **set** [54]. **Sets** [114]. **Shading** [63]. **shadow** [25]. **Shape** [281, 49, 272, 123, 190]. **Shape-adaptive** [272]. **Shared** [147, 263]. **SharedWeb** [147]. **Sign** [55]. **silhouettes** [190]. **SIM** [80]. **Similarity** [129]. **Simple** [158, 67]. **simplification** [272]. **Simulating** [268, 34]. **Simulation** [68, 66, 90, 102, 149, 56, 80, 85, 59, 2, 73, 271, 195, 158]. **Simulations** [58, 57]. **Simulator** [98, 249]. **Simulators** [181]. **Single** [255, 286]. **single-user** [286]. **Single-view** [255]. **Six** [45]. **Six-hundred** [45]. **size** [163]. **skeletal** [180]. **skill** [12]. **Skin** [92]. **sky** [125]. **slabs** [228]. **Sliding** [128]. **Small** [73, 43]. **Smoke** [68]. **Smooth** [52, 162]. **snowy** [266]. **soft** [265]. **software** [48]. **Soil** [50]. **Solid** [103, 15]. **Solution** [94]. **Solutions** [135]. **Sound** [87]. **Sources** [95]. **Space** [61, 76, 98, 280, 78, 265]. **Spacetime** [89]. **Special** [121, 142, 194]. **Specification** [104]. **specifications** [169]. **specifying** [23]. **spectrum** [286]. **speech** [214]. **speed** [40]. **splashing** [172]. **spline** [178, 83, 196]. **Spread** [68]. **Spring** [151]. **Spring-Mass** [151]. **staging** [156]. **standing** [288]. **State** [244, 245]. **State-of-the-art** [244, 245]. **Steps** [73]. **stereoscopic** [167]. **storytelling** [284]. **strategy** [109]. **Strength** [36]. **String** [81]. **structure** [34]. **Subtleties** [262]. **Subvolume** [93]. **Suibokuga** [158]. **Suibokuga-like** [158]. **suit** [24]. **Super** [80]. **supervised** [43]. **Surface** [52, 122, 168, 157, 188, 20, 180]. **Surfaces** [95, 94, 196]. **surgery** [249]. **surgical** [244, 245, 195]. **survey** [236, 237, 159]. **swept** [183]. **Symbolic** [122]. **Sync** [29]. **Synthesis** [6, 141]. **System** [154, 108, 21, 217, 24, 274, 289, 17, 180, 287]. **Systems** [57, 86, 193, 46]. **task** [263]. **Technique** [114, 205, 33, 196]. **Techniques** [97, 29, 236, 237, 290, 227, 219, 266]. **Technology** [105, 275]. **Template** [146, 167]. **Template-based** [146, 167]. **temporal** [218]. **Terrain** [112, 56, 145, 124]. **TEX** [80]. **TEX-SIM** [80]. **Textile** [80, 206]. **Texture** [81, 222, 229, 43]. **Textures** [131]. **texturing** [232]. **their** [168]. **Theory** [77]. **Thickening** [201]. **Three** [43, 177, 18]. **Three-dimensional** [43, 177, 18]. **Tighter** [139]. **Time** [61, 223, 114, 283, 209, 186, 51, 16]. **Time-critical** [283]. **Time-dependent** [114]. **time-varying** [209]. **tongue** [214]. **tool** [277, 109]. **tools** [236, 237]. **touch** [217]. **touch-enabled** [217]. **traced** [1]. **Tracing** [115, 119, 196]. **training** [181]. **Trajectory** [85]. **transformation** [49]. **translating** [199]. **Translation** [55]. **Translucent** [5]. **transmittances** [174]. **transverse** [44]. **trauma** [240, 241]. **Travel** [223]. **Trees** [66, 189, 158]. **Triangulation** [145]. **Truth** [278]. **turbulent** [185]. **Two** [68]. **Two-dimensional** [68]. **type** [116]. **Types** [31]. **ultrasound** [181]. **uncalibrated** [254, 188]. **Unconscious** [186]. **Unified** [39]. **Unit** [99]. **Use** [72, 135, 240, 241]. **user** [164, 286]. **Using** [222, 131, 154, 53, 97, 216, 30, 202, 236, 237, 129, 90, 125, 280, 25, 124, 81, 218, 224, 83, 163, 123, 190, 15, 287, 266]. **Validity** [154]. **Variable** [76, 163]. **variable-size** [163]. **Various** [56]. **varying** [209]. **vascular** [181]. **Vector** [53, 219]. **Vehicles** [56]. **Velocity** [149]. **ventricle** [209]. **Vertical** [124]. **vertigo** [28]. **Via** [110]. **video** [225, 199]. **videoconferencing** [190]. **View** [145, 175, 256, 276, 255]. **View-dependent** [145]. **views** [229, 256]. **Virtual** [66, 154, 147, 47, 98, 191, 263, 236, 237, 289, 288, 203, 28, 286, 177, 23]. **virtues**

[28]. **visibility** [230, 283]. **vision** [206, 4]. **vision-based** [4]. **Visual** [68, 66, 90, 102, 149, 37, 55, 253, 288, 276]. **Visualization** [108, 91, 35, 219, 10, 46, 74, 83, 107, 242, 243, 42, 209, 48, 227, 109, 161, 281, 265, 11, 1, 14, 180, 166, 194, 18]. **Visualizing** [50, 20, 189]. **Volume** [64, 35, 70, 33, 63, 93, 270, 246, 247, 167, 40, 1, 169]. **volume-rendered** [169]. **volumes** [183, 146]. **voxel** [180]. **voxel-based** [180].

Walking [73, 159, 177]. **Warping** [151]. **Water** [90, 172, 157]. **Waterfalls** [81]. **Web** [110, 238, 239, 147]. **Weighted** [139]. **wet** [200]. **while** [288]. **Whip** [116]. **Whip-type** [116]. **Wide** [110, 147]. **Within** [154]. **works** [211]. **world** [177, 110, 147]. **Wrinkle** [92].

References

Nielson:1990:TAR

- [1] Gregory M. Nielson, Thomas A. Foley, and David A. Lane. Towards animating ray-traced volume visualization. *The Journal of Visualization and Computer Animation*, 1(1):2–8, August 1990. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Wakabayashi:1990:CSA

- [2] Takeyuki Wakabayashi, Nelson Max, and Nobuhiko Hayashi. Computer simulation and animation of muscle cross-bridge motion. *The Journal of Visualization and Computer Animation*, 1(1):9–14, August 1990. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Amkraut:1990:ECP

- [3] Susan Amkraut and Michael Girard. Eurythmy: Concept and process. *The*

Journal of Visualization and Computer Animation, 1(1):15–17, August 1990. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Thalmann:1990:VBA

- [4] Daniel Thalmann, Olivier Renault, and Nadia Magnenat Thalmann. A vision-based approach to behavioural animation. *The Journal of Visualization and Computer Animation*, 1(1):18–21, August 1990. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Kunii:1990:TDA

- [5] Toshiyasu L. Kunii, Xiaoyang Mao, and Issei Fujishiro. A translucent display algorithm for G-octree represented grey-scale images. *The Journal of Visualization and Computer Animation*, 1(1):22–25, August 1990. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Badler:1990:IRI

- [6] Norman I. Badler and Welton Becket. Imperfection for realistic image synthesis. *The Journal of Visualization and Computer Animation*, 1(1):26–32, August 1990. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Leffler:1990:MMA

- [7] Samuel J. Leffler, William T. Reeves, and Eben F. Ostby. The menu modelling and animation environment. *The Journal of Visualization and Computer Animation*, 1(1):33–40, August 1990. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

GraziaMattei:1990:AI

- [8] M. Grazia Mattei. Animation in Italy. *The Journal of Visualization and Computer Animation*, 1(2):42–43, December 1990. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Pittman:1990:RBH

- [9] J. H. Pittman. The render button: how a high-end graphics company developed a personal graphics product. *The Journal of Visualization and Computer Animation*, 1(2):44–48, December 1990. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Mudur:1990:MIF

- [10] S. P. Mudur and Sumanta N. Pattanaik. Multidimensional illumination functions for visualization of complex 3D environments. *The Journal of Visualization and Computer Animation*, 1(2):49–58, December 1990. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Nielson:1990:ABS

- [11] G. M. Nielson and K. Voegelé. An annotated bibliography of scientific visualization. *The Journal of Visualization and Computer Animation*, 1(2):59–65, December 1990. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Ridsdale:1990:CMS

- [12] G. Ridsdale. Connectionist modelling of skill dynamics. *The Journal of Visualization and Computer Animation*, 1(2):66–72, December 1990. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Terzopoulos:1990:PBF

- [13] D. Terzopoulos and K. Waters. Physically-based facial modelling, analysis, and animation. *The Journal of Visualization and Computer Animation*, 1(2):73–80, December 1990. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Nielson:1991:ABS

- [14] G. M. Nielson and K. Voegelé. An annotated bibliography of scientific visualization. 2. *The Journal of Visualization and Computer Animation*, 2(1):2–8, January–March 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Wyvill:1991:CAU

- [15] G. Wyvill and P. Sharp. Commercial animation using a solid modeller. *The Journal of Visualization and Computer Animation*, 2(1):9–15, January–March 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

vanOverveld:1991:GDP

- [16] C. W. A. M. van Overveld. The generalized display processor as an approach to real-time interactive 3-D computer animation. *The Journal of Visualization and Computer Animation*, 2(1):16–25, January–March 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Muller:1991:PAS

- [17] H. Muller, J. Winckler, S. Grzybek, M. Otte, B. Stoll, F. Equoy, and N. Higelin. The program animation system PASTIS. *The Journal of Visualization and Computer Animation*, 2(1):26–

33, January–March 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Yamashita:1991:IVT

- [18] H. Yamashita, T. Johkoh, S. Takita, and E. Nakamae. Interactive visualization of three-dimensional magnetic fields. *The Journal of Visualization and Computer Animation*, 2(1):34–40, January–March 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Parke:1991:PAR

- [19] F. I. Parke. Perception-based animation rendering. *The Journal of Visualization and Computer Animation*, 2(2):44–51, April–June 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Pottmann:1991:VFS

- [20] H. Pottmann, H. Hagen, and A. Divivier. Visualizing functions on a surface. *The Journal of Visualization and Computer Animation*, 2(2):52–58, April–June 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

DeLeon:1991:BOG

- [21] M. K. De Leon. Branching object generation and animation system with cubic Hermite interpolation. *The Journal of Visualization and Computer Animation*, 2(2):60–67, April–June 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Terzopoulos:1991:HMD

- [22] D. Terzopoulos, J. Platt, and K. Fleischer. Heating and melting deformable models. *The Journal of Visualization*

and Computer Animation, 2(2):68–73, April–June 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Zeltzer:1991:MPA

- [23] David Zeltzer and Michael B. Johnson. Motor planning: an architecture for specifying and controlling the behaviour of virtual actors. *The Journal of Visualization and Computer Animation*, 2(2):74–80, April–June 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). (to appear).

Gascuel:1991:MSC

- [24] M.-P. Gascuel, A. Verroust, and C. Puech. A modelling system for complex deformable bodies suited to animation and collision processing. *The Journal of Visualization and Computer Animation*, 2(3):82–91, July–September 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

LeBlanc:1991:RHU

- [25] A. M. LeBlanc, R. Turner, and D. Thalmann. Rendering hair using pixel blending and shadow buffers. *The Journal of Visualization and Computer Animation*, 2(3):92–97, July–September 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Todd:1991:CSD

- [26] S. Todd, W. Latham, and P. Hughes. Computer sculpture design and animation. *The Journal of Visualization and Computer Animation*, 2(3):98–105, July–September 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Vasilonikolidakis:1991:ILD

- [27] N. Vasilonikolidakis and G. J. Clapworthy. Inverse Lagrangian dynamics for animating articulated models. *The Journal of Visualization and Computer Animation*, 2(3):106–113, July–September 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Queau:1991:VVV

- [28] P. Queau. The virtues and the vertigo of the virtual. *The Journal of Visualization and Computer Animation*, 2(3):114–115, July–September 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Lewis:1991:ALS

- [29] J. Lewis. Automated lip-sync: Background and techniques. *The Journal of Visualization and Computer Animation*, 2(4):118–122, October–December 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Waters:1991:MAF

- [30] K. Waters and D. Terzopoulos. Modelling and animating faces using scanned data. *The Journal of Visualization and Computer Animation*, 2(4):123–128, October–December 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

DiPaola:1991:ERF

- [31] S. DiPaola. Extending the range of facial types. *The Journal of Visualization and Computer Animation*, 2(4):129–131, October–December 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Shinya:1991:IDT

- [32] M. Shinya and M.-C. Forgue. Interference detection through rasterization. *The Journal of Visualization and Computer Animation*, 2(4):132–134, October–December 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Kwan-LiuMa:1991:VSV

- [33] Kwan-Liu Ma, M. F. Cohen, and J. S. Painter. Volume seeds: a volume exploration technique. *The Journal of Visualization and Computer Animation*, 2(4):135–140, October–December 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Rosenblum:1991:SSD

- [34] R. E. Rosenblum, W. E. Carlson, and E. Tripp, III. Simulating the structure and dynamics of human hair: modelling, rendering and animation. *The Journal of Visualization and Computer Animation*, 2(4):141–148, October–December 1991. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Giertsen:1992:CPS

- [35] Christopher Giertsen. Creative parameter selection for volume visualization. *The Journal of Visualization and Computer Animation*, 3(1):1–11, January–March 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Wei:1992:GDH

- [36] Susanna Wei and Norman I. Badler. Graphical displays of human strength data. *The Journal of Visualization and Computer Animation*, 3(1):13–22,

January–March 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Inakage:1992:IRM

- [37] Masa Inakage. Infinite reflection models for the visual arts. *The Journal of Visualization and Computer Animation*, 3(1):23–29, January–March 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Sims:1992:CIF

- [38] Karl Sims. Choreographed image flow. *The Journal of Visualization and Computer Animation*, 3(1):31–43, January–March 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

VanLoon:1992:HCD

- [39] Erik Van Loon and C. W. A. M. Van Overveld. Hanging cloths and dangling rods: a unified approach to constraints in computer animation. *The Journal of Visualization and Computer Animation*, 3(1):45–59, January–March 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Miyazawa:1992:HIR

- [40] T. Miyazawa and K. Koyamada. A high-speed integrated renderer for interpreting multiple 3D volume data. *The Journal of Visualization and Computer Animation*, 3(2):65–83, April–June 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Yoshimoto:1992:BGP

- [41] S. Yoshimoto. Ballerinas generated by a personal computer. *The Journal*

of Visualization and Computer Animation, 3(2):85–90, April–June 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Bates:1992:VKB

- [42] L. Bates, B. Wyvill, and C. Yao. The visualization of knots and braids. *The Journal of Visualization and Computer Animation*, 3(2):91–104, April–June 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Gourret:1992:TDT

- [43] J. P. Gourret and P. Afflard. Three-dimensional texture generator supervised by a small number of parameters. *The Journal of Visualization and Computer Animation*, 3(2):105–127, April–June 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Doi:1992:CDA

- [44] A. Doi and A. Koide. A cell-transverse display algorithm for regular and rectilinear 3D grid data. *The Journal of Visualization and Computer Animation*, 3(2):129–143, April–June 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Thalmann:1992:SIR

- [45] N. M. Thalmann and D. Thalmann. Six-hundred indexed references on computer animation. *The Journal of Visualization and Computer Animation*, 3(3):147–174, July–September 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Munkel:1992:VPS

- [46] C. Munkel and D. W. Heermann. Visualization of polymer systems. *The Journal of Visualization and Computer Animation*, 3(3):175–181, July–September 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Miller:1992:VMI

- [47] G. Miller, E. Hoffert, S. E. Chen, E. Patterson, D. Blacketter, S. Rubin, S. A. Applin, D. Yim, and J. Hannan. The virtual museum: interactive 3D navigation of a multimedia database. *The Journal of Visualization and Computer Animation*, 3(3):183–197, July–September 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Friedell:1992:ISP

- [48] M. Friedell, S. Kochhar, M. V. Lapolla, and J. Marks. Integrated software, process, algorithm and application visualization. *The Journal of Visualization and Computer Animation*, 3(4):201–218, October–December 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Parent:1992:STB

- [49] R. E. Parent. Shape transformation by boundary representation interpolation: a recursive approach to establishing face correspondences. *The Journal of Visualization and Computer Animation*, 3(4):219–239, October–December 1992. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Liddell:1993:VCB

- [50] C. M. Liddell and D. Hansen. Visualizing complex biological interactions

in the soil ecosystem. *The Journal of Visualization and Computer Animation*, 4(1):3–12, January–March 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Zyda:1993:NRT

- [51] M. J. Zyda, D. R. Pratt, W. D. Osborne, and J. G. Monahan. NPSNET: Real-time collision detection and response. *The Journal of Visualization and Computer Animation*, 4(1):13–24, January–March 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Hégron:1993:RSB

- [52] G. Hégron. Rolling on a smooth bi-parametric surface. *The Journal of Visualization and Computer Animation*, 4(1):25–32, January–March 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Goss:1993:NVG

- [53] M. E. Goss and I. P. Page. Normal vector generation for sampled data using Fourier filtering. *The Journal of Visualization and Computer Animation*, 4(1):33–50 (or 33–49??), January–March 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Rappoport:1993:SOR

- [54] A. Rappoport. The same origin ray set query for realistic illumination: algorithm and analysis. *The Journal of Visualization and Computer Animation*, 4(1):51–60, January–March 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Lee:1993:CAV

- [55] J. Lee and T. L. Kunii. Computer animated visual translation from natural language to sign language. *The Journal of Visualization and Computer Animation*, 4(2):63–78, April–June 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Jimenez:1993:PSL

- [56] S. Jimenez, A. Luciani, and O. Raoult. Physical simulation of land vehicles with obstacle avoidance and various terrain interactions. *The Journal of Visualization and Computer Animation*, 4(2):79–94, April–June 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Kuhn:1993:AOO

- [57] V. Kühn and W. Müller. Advanced object-oriented methods and concepts for simulations of multi-body systems. *The Journal of Visualization and Computer Animation*, 4(2):95–112 (or 95–111??), April–June 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Kearney:1993:PMS

- [58] J. K. Kearney, S. Hansen, and J. F. Cremer. Programming mechanical simulations. *The Journal of Visualization and Computer Animation*, 4(2):113–130 (or 113–129??), April–June 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Pattanaik:1993:CGI

- [59] Sumanta N. Pattanaik and S. P. Mudur. Computation of global illumination in a participating medium by Monte Carlo

simulation. *The Journal of Visualization and Computer Animation*, 4(3):133–152, July–September 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Liu:1993:SGC

- [60] Wen-Bang Liu, Ming-Tat Ko, and Buei-Chuan Chang. Sequential-goal constraints for computer animation. *The Journal of Visualization and Computer Animation*, 4(3):153–164 (or 153–163??), July–September 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Bechmann:1993:ATS

- [61] D. Bechmann and N. Dubreuil. Animation through space and time based on a space deformation model. *The Journal of Visualization and Computer Animation*, 4(3):165–184, July–September 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Stosser:1993:ICM

- [62] A. Stösser, W. Leister, and F. Meyer. *Illusion* — creating a mock reality. *The Journal of Visualization and Computer Animation*, 4(4):187–198, October–December 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Palmer:1993:LCS

- [63] T. C. Palmer, E. V. Simpson, and W. M. Smith. A language for the classification and shading of multivariate volume data. *The Journal of Visualization and Computer Animation*, 4(4):199–212 (or 199–211??), October–December 1993. CODEN JVCAEO.

ISSN 1049-8907 (print), 1099-1778 (electronic).

Ebert:1993:DAV

- [64] D. S. Ebert. Design and animation of volume density functions. *The Journal of Visualization and Computer Animation*, 4(4):213–232, October–December 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

vanOverveld:1993:BBG

- [65] C. W. A. M. Van Overveld. Building blocks for goal-directed motion. *The Journal of Visualization and Computer Animation*, 4(4):233–250, October–December 1993. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Chiba:1994:VSB

- [66] N. Chiba, S. Ohkawa, K. Muraoka, and M. Miura. Visual simulation of botanical trees based on virtual heliotropism and dormancy break. *The Journal of Visualization and Computer Animation*, 5(1):3–16 (or 3–15??), January–March 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

vanOverveld:1994:SAR

- [67] C. W. A. M. Van Overveld. A simple approximation to rigid body dynamics for computer animation. *The Journal of Visualization and Computer Animation*, 5(1):17–36, January–March 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Chiba:1994:TDV

- [68] N. Chiba, K. Muraoka, H. Takahashi, and M. Miura. Two-dimensional visual simulation of flames, smoke and

the spread of fire. *The Journal of Visualization and Computer Animation*, 5(1):37–54 (or 37–53??), January–March 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Vanecsek:1994:BFC

- [69] G. Vaněček, Jr. Back-face culling applied to collision detection of polyhedra. *The Journal of Visualization and Computer Animation*, 5(1):55–63, January–March 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Giertsen:1994:DVR

- [70] C. Giertsen. Direct volume rendering of multiple scalar fields. *The Journal of Visualization and Computer Animation*, 5(2):69–84, April–June 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Miller:1994:ALM

- [71] D. P. Miller and R. E. Parent. An articulated limb motion planner for optimized movement. *The Journal of Visualization and Computer Animation*, 5(2):85–123, April–June 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Vilaplana:1994:MUC

- [72] Josep Vilaplana and Xavier Pueyo. Multilevel use of coherence for complex radiosity environments. *The Journal of Visualization and Computer Animation*, 5(3):129–142 (or 129–141?), July–September 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

vanOverveld:1994:SSM

- [73] C. W. A. M. van Overveld and Hyeongseok Ko. Small steps for mankind: Towards a kinematically driven dynamic simulation of curved path walking. *The Journal of Visualization and Computer Animation*, 5(3):143–166, July–September 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Ruprecht:1994:DCD

- [74] D. Ruprecht and H. Müller. Deformed cross-dissolves for image interpolation in scientific visualization. *The Journal of Visualization and Computer Animation*, 5(3):167–181, July–September 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Anonymous:1994:PGC

- [75] Anonymous. Pacific Graphics '93 Conference. *The Journal of Visualization and Computer Animation*, 5(4):??, October–December 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Kim:1994:MAG

- [76] Myung-Soo Kim, Eun-Joo Park, and Hwan-Yong Lee. Modelling and animation of generalized cylinders with variable radius offset space curves. *The Journal of Visualization and Computer Animation*, 5(4):189–207 (or 189–208??), October–December 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Terasawa:1994:CRD

- [77] M. Terasawa and F. Kimura. Collision response for deformable models based

on Hertz's contact theory. *The Journal of Visualization and Computer Animation*, 5(4):209–224, October–December 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Jung:1994:AHA

- [78] Moon-Ryul Jung, N. Badler, and T. Noma. Animated human agents with motion planning capability for 3D-space postural goals. *The Journal of Visualization and Computer Animation*, 5(4):225–246, October–December 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Nakamura:1994:ABM

- [79] J.-I. Nakamura, T. Kaku, K. Hyun, T. Noma, and S. Yoshida. Automatic background music generation based on actors' mood and motions. *The Journal of Visualization and Computer Animation*, 5(4):247–264, October–December 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Kambe:1994:STS

- [80] H. Kambe, N. Yamasaki, and Myeong Won Lee. Super TEX-SIM: Interactive textile design and simulation. *The Journal of Visualization and Computer Animation*, 5(4):265–279 (or 265–280??), October–December 1994. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Mallinder:1995:MLW

- [81] H. Mallinder. The modelling of large waterfalls using string texture. *The Journal of Visualization and Computer Animation*, 6(1):3–10, January–March 1995. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Bechmann:1995:OCF

- [82] D. Bechmann and N. Dubreuil. Order-controlled free-form animation. *The Journal of Visualization and Computer Animation*, 6(1):11–32, January–March 1995. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Semwal:1995:ARC

- [83] S. K. Semwal and P. G. Swann. Applying ray casting to the flow visualization data using linear and B-spline hyperpatch interpolation. *The Journal of Visualization and Computer Animation*, 6(1):33–48 (or 33–47??), January–March 1995. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Erkan:1995:OOM

- [84] B. Erkan and B. Özgüç. Object-oriented motion abstraction. *The Journal of Visualization and Computer Animation*, 6(1):49–66 (or 49–65??), January–March 1995. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Lamouret:1995:CPB

- [85] A. Lamouret, M.-P. Gascuel, and J.-D. Gascuel. Combining physically-based simulation of colliding objects with trajectory control. *The Journal of Visualization and Computer Animation*, 6(2):71–90, April–June 1995. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Tunbridge:1995:SAM

- [86] A. Tunbridge and H. Jones. An L-systems approach to the modelling of fungal growth. *The Journal of Visualization and Computer Animation*, 6(2):91–108 (or 91–107??), April–June 1995.

CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Hahn:1995:IAM

- [87] J. K. Hahn, J. Geigel, Jong Won Lee, L. Gritz, T. Takala, and S. Mishra. An integrated approach to motion and sound. *The Journal of Visualization and Computer Animation*, 6(2):109–124 (or 109–123??), April–June 1995. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Gritz:1995:GPA

- [88] L. Gritz and J. K. Hahn. Genetic programming for articulated figure motion. *The Journal of Visualization and Computer Animation*, 6(3):129–142, July–September 1995. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <ftp://ftp.ira.uka.de/pub/bibliography/Ai/genetic.programming.bib.gz>; <http://www.seas.gwu.edu/student/gritz/index.html>; <http://www.seas.gwu.edu/faculty/hahn/>.

Tang:1995:BSC

- [89] D. Tang, J. T. Ngo, and J. Marks. N -body spacetime constraints. *The Journal of Visualization and Computer Animation*, 6(3):143–154, July–September 1995. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Chiba:1995:VSW

- [90] N. Chiba, S. Sanakanishi, K. Yokoyama, I. Ootawara, K. Muraoka, and N. Saito. Visual simulation of water currents using a particle-based behavioural model. *The Journal of Visualization and Computer Animation*, 6(3):155–172 (or 155–171??), July–September 1995. CO-

DEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Paul:1995:MRP

Fedenczuk:1995:VCO

- [91] L. L. Fedenczuk and B. Wyvill. Visualization of connectivity in octree based models. *The Journal of Visualization and Computer Animation*, 6(3):173–190 (or 173–189??), July–September 1995. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Wu:1995:DWM

- [92] Yin Wu, N. Magnenat Thalmann, and D. Thalmann. A dynamic wrinkle model in facial animation and skin ageing. *The Journal of Visualization and Computer Animation*, 6(4):195–206 (or 195–205??), October–December 1995. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Zhou:1995:SPF

- [93] Yong Zhou and Zesheng Tang. Sub-volume projection: A full exploitation of function coherence for volume rendering. *The Journal of Visualization and Computer Animation*, 6(4):207–218, October–December 1995. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Wu:1995:RSR

- [94] En-Hua Wu. A radiosity solution for random fractal surfaces. *The Journal of Visualization and Computer Animation*, 6(4):219–230 (or 219–229??), October–December 1995. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

- [95] J. C. Paul, P. M. Deville, and C. Winkler. Modelling radiative properties of light sources and surfaces. *The Journal of Visualization and Computer Animation*, 6(4):231–240, October–December 1995. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

MagnenatThalmann:1996: Ea

- [96] Nadia Magnenat Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 7(1):1, January 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=61006160>.

Lee:1996:IMU

- [97] Seung-Yong Lee, Kyung-Yong Chwa, James Hahn, and Sung Yong Shin. Image morphing using deformation techniques. *The Journal of Visualization and Computer Animation*, 7(1):3–24 (or 3–23??), January 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=61006161>.

Miyazaki:1996:OPS

- [98] Shin-Ya Miyazaki, Takami Yasuda, Shigeki Yokoi, and Jun-Ichiro Toriwaki. An origami playing simulator in the virtual space. *The Journal of Visualization and Computer Animation*, 7(1):25–42, January 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=61006159>.

Kim:1996:CDF

- [99] Myoung-Jun Kim, Myung-Soo Kim, and Sung Yong Shin. A compact differential formula for the first derivative of a unit quaternion curve. *The Journal of Visualization and Computer Animation*, 7(1):43–58 (or 43–57??), January 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=61006158>.

MagenatThalmann:1996:Eb

- [100] Nadia Magnenat Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 7(2):ii, April 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23591>.

Palamidese:1996:CMM

- [101] Patrizia Palamidese. A camera motion metaphor based on film grammar. *The Journal of Visualization and Computer Animation*, 7(2):61–78, April 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23595>.

Chiba:1996:VSL

- [102] Norishige Chiba, Ken Ohshida, Kazunobu Muraoka, and Nobuji Saito. Visual simulation of leaf arrangement and autumn colours. *The Journal of Visualization and Computer Animation*, 7(2):79–94 (or 79–93??), April 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23594>.

/www3.interscience.wiley.com/cgi-bin/abstract?ID=23594.

Kim:1996:HIS

- [103] Myung-Soo S. Kim and Kee-Won W. Nam. Hermite interpolation of solid orientations with circular blending quaternion curves. *The Journal of Visualization and Computer Animation*, 7(2):95–110, April 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23593>.

Sun:1996:CAM

- [104] Hanqiu Sun. Complexity analysis of modular specification and processing of scene animations. *The Journal of Visualization and Computer Animation*, 7(2):111–120 (or 111–119??), April 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23592>.

Anonymous:1996:CGT

- [105] Anonymous. Computer Graphics Technology for the Exploration of the Sea CES '95. *The Journal of Visualization and Computer Animation*, 7(3):??, July 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Urban:1996:E

- [106] Bodo Urban. Editorial. *The Journal of Visualization and Computer Animation*, 7(3):123–124, July 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23597>.

Tuohy:1996:NLD

- [107] S. T. Tuohy and N. M. Patrikalakis. Non-linear data representation for ocean exploration and visualization. *The Journal of Visualization and Computer Animation*, 7(3):125–139 (or 135–140??), July 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23598>.

Fedak:1996:MMM

- [108] M. A. Fedak, P. Lovell, and B. J. McConnell. MAMVIS: A marine mammal behaviour visualization system. *The Journal of Visualization and Computer Animation*, 7(3):141–147 (or 141–148??), July 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23599>.

Hankin:1996:STF

- [109] S. Hankin, D. E. Harrison, J. Osborne, J. Davison, and K. O'Brien. A strategy and a tool, Ferret, for closely integrated visualization and analysis. *The Journal of Visualization and Computer Animation*, 7(3):149–157 (or 149–158??), July 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23600>.

Dodge:1996:PGA

- [110] Chris Dodge, Frank Majewski, Beate Marx, Hans Pfeiffenberger, and Manfred Reinke. Providing global access to marine data via the World

Wide Web. *The Journal of Visualization and Computer Animation*, 7(3):159–168, July 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23601>.

Herlin:1996:IPS

- [111] I. L. Herlin, I. Cohen, and S. Bouzidi. Image processing for sequences of oceanographic images. *The Journal of Visualization and Computer Animation*, 7(3):169–176, July 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23602>.

Falcidieno:1996:HFD

- [112] Bianca Falcidieno, Stefano Orgolesu, Corrado Pizzi, Antonella Sanguineti, and Michela Spagnuolo. High fidelity digital terrain modelling for the reconstruction of the Antarctic sea floor. *The Journal of Visualization and Computer Animation*, 7(3):177–187 (or 177–188??), July 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23603>.

MagnenatThalman:1996:Ec

- [113] Nadia Magnenat Thalman and Daniel Thalman. Editorial. *The Journal of Visualization and Computer Animation*, 7(4):191, October 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23608>.

Lucas:1996:TDD

- [114] L. Lucas, F. Trunde, and N. Bonnet. Time-dependent 3D data sets rendering: An extension of the morphing technique. *The Journal of Visualization and Computer Animation*, 7(4):193–210 (or 193–209??), October 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23606>.

Loffelmann:1996:RTE

- [115] Helwig Löffelmann and Eduard Gröller. Ray tracing with extended cameras. *The Journal of Visualization and Computer Animation*, 7(4):211–228 (or 211–227??), October 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23607>.

Bhat:1996:AWT

- [116] Dinkar N. Bhat and Joseph K. Kearney. On animating whip-type motions. *The Journal of Visualization and Computer Animation*, 7(4):229–250 (or 229–249??), October 1996. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=23605>.

MagenatThalman:1997:Ea

- [117] Nadia Magnenat Thalman and Daniel Thalman. Editorial. *The Journal of Visualization and Computer Animation*, 8(1):1, January 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14189>; <http://>

www3.interscience.wiley.com/cgi-bin/fulltext?ID=14189&PLACEBO=IE.pdf.

VanOverveld:1997:PIA

- [118] C. W. A. M. Van Overveld and B. Wyvill. Polygon inflation for animated models: A method for the extrusion of arbitrary polygon meshes. *The Journal of Visualization and Computer Animation*, 8(1):3–16, January 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14188>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14188&PLACEBO=IE.pdf>.

Yagel:1997:PDR

- [119] Roni Yagel and John Meeker. Priority-driven ray tracing. *The Journal of Visualization and Computer Animation*, 8(1):17–32, January 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14187>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14187&PLACEBO=IE.pdf>.

Dollner:1997:OOM

- [120] Jürgen Döllner and Klaus Hinrichs. Object-oriented 3D modelling, animation and interaction. *The Journal of Visualization and Computer Animation*, 8(1):33–64, January 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14186>; <http://>

www3.interscience.wiley.com/cgi-bin/fulltext?ID=14186&PLACEBO=IE.pdf.

MagnenatThalmann:1997:ESI

- [121] Nadia Magnenat Thalmann, Daniel Thalmann, Sung Yong Shin, Tosiyasu L. Kunii, and Myung-Soo Kim. Editorial: Special issue of Pacific Graphics 95. *The Journal of Visualization and Computer Animation*, 8(2):67–68, March 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14191>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14191&PLACEBO=IE.pdf>.

Kim:1997:SAF

- [122] Kwansik Kim and Gershon Elber. A symbolic approach to freeform parametric surface blends. *The Journal of Visualization and Computer Animation*, 8(2):69–80, March 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14192>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14192&PLACEBO=IE.pdf>.

Sun:1997:IPM

- [123] Yue Man Sun, Wenping Wang, and Francis Y. L. Chin. Interpolating polyhedral models using intrinsic shape parameters. *The Journal of Visualization and Computer Animation*, 8(2):81–96, March 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14193>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14193&PLACEBO=IE.pdf>.

[/www3.interscience.wiley.com/cgi-bin/abstract?ID=14193](http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14193); <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14193&PLACEBO=IE.pdf>.

Lee:1997:TRM

- [124] Cheol-Hi Lee and Yeong Gil Shin. A terrain rendering method using vertical ray coherence. *The Journal of Visualization and Computer Animation*, 8(2):97–114 (or 97–112??), March 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14194>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14194&PLACEBO=IE.pdf>.

Dobashi:1997:FDM

- [125] Yoshinori Dobashi, Tomoyuki Nishita, Kazufumi Kaneda, and Hideo Yamashita. A fast display method of sky colour using basis functions. *The Journal of Visualization and Computer Animation*, 8(2):115–127, March 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14195>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14195&PLACEBO=IE.pdf>.

MagnenatThalmann:1997:Eb

- [126] Nadia Magnenat Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 8(3):129, July 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14196>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14196&PLACEBO=IE.pdf>.

bin/abstract?ID=14200; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14200&PLACEBO=IE.pdf>.

Lazarus:1997:MCL

- [127] Francis Lazarus and Anne Verroust. Metamorphosis of cylinder-like objects. *The Journal of Visualization and Computer Animation*, 8(3):131–146, July 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14197>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14197&PLACEBO=IE.pdf>.

Myszkowski:1997:MHJ

- [128] Karol Myszkowski, Oleg G. Okunev, Toshiyasu L. Kunii, and Masumi Ibusuki. Modelling of human jaw motion in sliding contact. *The Journal of Visualization and Computer Animation*, 8(3):147–163, July 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14199>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14199&PLACEBO=IE.pdf>.

Chang:1997:ACP

- [129] Chueh-Wei Chang and Suh-Yin Lee. Automatic cel painting in computer-assisted cartoon production using similarity recognition. *The Journal of Visualization and Computer Animation*, 8(3):165–185, July 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14200>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14200&PLACEBO=IE.pdf>.

[/www3.interscience.wiley.com/cgi-bin/abstract?ID=14198](http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14198); <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14198&PLACEBO=IE.pdf>.

MagenatThalmann:1997:Ec

- [130] Nadia Magnenat Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 8(4):189, October–December 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14205>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14205&PLACEBO=IE.pdf>.

Chiba:1997:RFS

- [131] Norishige Chiba, Kazunobu Muraoka, Akio Doi, and Junya Hosokawa. Rendering of forest scenery using 3D textures. *The Journal of Visualization and Computer Animation*, 8(4):191–199, October–December 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14202>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14202&PLACEBO=IE.pdf>.

Breen:1997:CMA

- [132] David E. Breen. Cost minimization for animated geometric models in computer graphics. *The Journal of Visualization and Computer Animation*, 8(4):201–220, October–December 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14202>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14202&PLACEBO=IE.pdf>.

bin/abstract?ID=14204; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14204&PLACEBO=IE.pdf>.

Pueyo:1997:RDE

- [133] Xavier Pueyo, Dani Tost, Ignacio Martin, and Blanca Garcia. Radiosity for dynamic environments. *The Journal of Visualization and Computer Animation*, 8(4):221–231, October–December 1997. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=14203>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=14203&PLACEBO=IE.pdf>.

MagenatThalman:1998:Ea

- [134] Nadia Magnenat Thalman and Daniel Thalman. Editorial. *The Journal of Visualization and Computer Animation*, 9(1):1, January–March 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=5504>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=5504&PLACEBO=IE.pdf>.

Doi:1998:ARS

- [135] Akio Doi and Takayuki Itoh. Acceleration radiosity solutions through the use of hemisphere-base formfactor calculation. *The Journal of Visualization and Computer Animation*, 9(1):3–15, January–March 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi->

bin/abstract?ID=5501; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=5501&PLACEBO=IE.pdf>.

Betts:1998:FRR

- [136] Christopher Betts. Fast rendering of relativistic objects. *The Journal of Visualization and Computer Animation*, 9(1):17–31, January–March 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=5502>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=5502&PLACEBO=IE.pdf>.

Wang:1998:GAP

- [137] Xuguang Wang and Jean Pierre Verriest. A geometric algorithm to predict the arm reach posture for computer-aided ergonomic evaluation. *The Journal of Visualization and Computer Animation*, 9(1):33–47, January–March 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=5503>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=5503&PLACEBO=IE.pdf>.

MagenatThalman:1998:Eb

- [138] Nadia Magnenat Thalman and Daniel Thalman. Editorial. *The Journal of Visualization and Computer Animation*, 9(2):51, April–June 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL [http://www3.interscience.wiley.com/cgi-](http://www3.interscience.wiley.com/cgi-bin/abstract?ID=5509)

bin/fulltext?ID=5509&PLACEBO=IE.pdf.

Chang:1998:TEB

- [139] Chin-Chen Chang and Zen-Chung Shih. Tighter error bounds and weighted error metrics for hierarchical radiosity. *The Journal of Visualization and Computer Animation*, 9(2):53–63, April–June 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=5506>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=5506&PLACEBO=IE.pdf>.

Gleicher:1998:CBM

- [140] Michael Gleicher and Peter Litwinowicz. Constraint-based motion adaptation. *The Journal of Visualization and Computer Animation*, 9(2):65–94, April–June 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=5507>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=5507&PLACEBO=IE.pdf>.

Shinya:1998:PMS

- [141] Mikio Shinya, Takeaki Mori, and Noriyoshi Osumi. Periodic motion synthesis and Fourier compression. *The Journal of Visualization and Computer Animation*, 9(2):95–107, April–June 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=5508>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=5508&PLACEBO=IE.pdf>.

www3.interscience.wiley.com/cgi-bin/fulltext?ID=5508&PLACEBO=IE.pdf.

Thalmann:1998:SIP

- [142] N. M. Thalmann and D. Thalmann. Special issue on Pacific Graphics '97. *The Journal of Visualization and Computer Animation*, 9(3):111–??, July–September 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

MagenatThalmann:1998:Ec

- [143] Nadia Magnenat Thalmann, Daniel Thalmann, Yeong Gil Shin, and James K. Hahn. Editorial. *The Journal of Visualization and Computer Animation*, 9(3):111–112, July–September 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=10005682>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=10005682&PLACEBO=IE.pdf>.

Wong:1998:IIB

- [144] Tien-Tsin Wong, Pheng-Ann Heng, Siu-Hang Or, and Wai-Yin Ng. Illumination of image-based objects. *The Journal of Visualization and Computer Animation*, 9(3):113–127, July–September 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=10005681>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=10005681&PLACEBO=IE.pdf>.

Klein:1998:IVD

- [145] Reinhard Klein, Daniel Cohen-Or, and Tobias Hüttner. Incremental view-dependent multiresolution triangulation of terrain. *The Journal of Visualization and Computer Animation*, 9(3):129–143, July–September 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=10005678>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=10005678&PLACEBO=IE.pdf>.

Lee:1998:TBR

- [146] Cheol-Hi Lee, Yun-Mo Koo, and Yeong Gil Shin. Template-based rendering of run-length-encoded volumes. *The Journal of Visualization and Computer Animation*, 9(3):145–161, July–September 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=10005679>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=10005679&PLACEBO=IE.pdf>.

Huang:1998:SSV

- [147] Jiung-Yao Huang, Chao-Tsou Fang-Tsou, Jia-Lin Chang, and Ai-Jye Lee. SharedWeb — A shared virtual environment over the World Wide Web. *The Journal of Visualization and Computer Animation*, 9(3):163–182, July–September 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=10005680>;

<http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=10005680&PLACEBO=IE.pdf>.

Magenat-Thalmann:1998:E

- [148] Nadia Magnenat-Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 9(4):183, October–December 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=30002541>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=30002541&PLACEBO=IE.pdf>.

Chiba:1998:EMB

- [149] N. Chiba, K. Muraoka, and K. Fujita. An erosion model based on velocity fields for the visual simulation of mountain scenery. *The Journal of Visualization and Computer Animation*, 9(4):185–194, October–December 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=30002535>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=30002535&PLACEBO=IE.pdf>.

Meneveaux:1998:NPM

- [150] D. Meneveaux, K. Bouatouch, E. Maisel, and R. Delmont. A new partitioning method for architectural environments. *The Journal of Visualization and Computer Animation*, 9(4):195–213, October–December 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=30002536>;

<http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=30002536&PLACEBO=IE.pdf>.

Fan:1998:SMM

- [151] Jin Fan, Qifu Wang, Shiang-Fong Chen, Matthew M. F. Yuen, and C. C. Chan. A spring-mass model-based approach for warping cloth patterns on 3D objects. *The Journal of Visualization and Computer Animation*, 9(4):215–227, October–December 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=30002537>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=30002537&PLACEBO=IE.pdf>.

Sanna:1998:EAR

- [152] Andrea Sanna and Paolo Montuschi. An efficient algorithm for ray casting of CSG animation frames. *The Journal of Visualization and Computer Animation*, 9(4):229–242, October–December 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=30002538>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=30002538&PLACEBO=IE.pdf>.

Buck:1998:IRB

- [153] Matthias Buck and Elmar Schömer. Interactive rigid body manipulation with obstacle contacts. *The Journal of Visualization and Computer Animation*, 9(4):243–257, October–December 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=30002539>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=30002539&PLACEBO=IE.pdf>.

<http://www3.interscience.wiley.com/cgi-bin/abstract?ID=30002539>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=30002539&PLACEBO=IE.pdf>.

Duckstein:1998:EVC

- [154] F. Duckstein. Extension of validity calculation to moving objects within a virtual reality system using frame-to-frame coherence. *The Journal of Visualization and Computer Animation*, 9(4):259–272, October–December 1998. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=30002540>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=30002540&PLACEBO=IE.pdf>.

Magenat-Thalmann:1999:EA

- [155] Nadia Magnenat-Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 10(1):1, January–March 1999. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=60501347>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=60501347&PLACEBO=IE.pdf>.

Palamidese:1999:CAS

- [156] Patrizia Palamidese. Computer-aided staging. *The Journal of Visualization and Computer Animation*, 10(1):3–14, January–March 1999. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=60501343>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=60501343&PLACEBO=IE.pdf>.

com/cgi-bin/fulltext?ID=60501343&PLACEBO=IE.pdf.

Kaneda:1999:AWD

- [157] Kazufumi Kaneda, Shinya Ikeda, and Hideo Yamashita. Animation of water droplets moving down a surface. *The Journal of Visualization and Computer Animation*, 10(1):15–26, January–March 1999. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=60501344>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=60501344&PLACEBO=IE.pdf>.

Zhang:1999:SCA

- [158] Qing Zhang, Youetsu Sato, Jun ya Takahashi, Kazunobu Muraoka, and Norishige Chiba. Simple cellular automaton-based simulation of ink behaviour and its application to Suibokuga-like 3D rendering of trees. *The Journal of Visualization and Computer Animation*, 10(1):27–37, January–March 1999. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=60501345>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=60501345&PLACEBO=IE.pdf>.

Multon:1999:CAH

- [159] Franck Multon, Laure France, Marie-Paule Cani-Gascuel, and Giles Debunne. Computer animation of human walking: a survey. *The Journal of Visualization and Computer Animation*, 10(1):39–54, January–March 1999. CODEN JVCAEO. ISSN 1049-8907

(print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=60501346>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=60501346&PLACEBO=IE.pdf>.

Magenat-Thalmann:1999:Eb

- [160] Nadia Magnenat-Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 10(2):55, April–June 1999. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=62001074>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=62001074&PLACEBO=IE.pdf>.

Komura:1999:CVD

- [161] Taku Komura, Yoshihisa Shinagawa, and Toshiyasu L. Kunii. Calculation and visualization of the dynamic ability of the human body. *The Journal of Visualization and Computer Animation*, 10(2):57–78, April–June 1999. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=62001070>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=62001070&PLACEBO=IE.pdf>.

LaMar:1999:HQR

- [162] Eric LaMar, Bernd Hamann, and Kenneth I. Joy. High-quality rendering of smooth isosurfaces. *The Journal of Visualization and Computer Animation*, 10(2):79–90, April–June 1999. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL

<http://www3.interscience.wiley.com/cgi-bin/abstract?ID=62001071>;
<http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=62001071&PLACEBO=IE.pdf>.

Shin:1999:ENE

- [163] Byeong-Seok Shin. Efficient normal estimation using variable-size operator. *The Journal of Visualization and Computer Animation*, 10(2):91–107, April–June 1999. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=62001073>;
<http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=62001073&PLACEBO=IE.pdf>.

Miller:1999:IEG

- [164] Gavin Miller, Sally Grisedale, and Kenneth T. Anderson. 3Desque: interface elements for a 3D graphical user interface. *The Journal of Visualization and Computer Animation*, 10(2):109–119, April–June 1999. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract?ID=62001072>;
<http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=62001072&PLACEBO=IE.pdf>.

Magenat-Thalmann:1999:Ec

- [165] Nadia Magrenat-Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 10(3):121, 1999. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/>

[abstract/67501520/START](http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=67501520&PLACEBO=IE.pdf); <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=67501520&PLACEBO=IE.pdf>.

Wang:1999:SRM

- [166] Wencheng Wang, Enhua Wu, and Nelson Max. A selective rendering method for data visualization. *The Journal of Visualization and Computer Animation*, 10(3):123–131, 1999. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/67501521/START>;
<http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=67501521&PLACEBO=IE.pdf>.

Koo:1999:OOT

- [167] Yun-Mo Koo, Cheol-Hi Lee, and Yeong-Gil Shin. Object-order template-based approach for stereoscopic volume rendering. *The Journal of Visualization and Computer Animation*, 10(3):133–142, 1999. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/67501522/START>;
<http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=67501522&PLACEBO=IE.pdf>.

Gobron:1999:SCA

- [168] Stéphane Gobron and Norishige Chiba. 3D surface cellular automata and their applications. *The Journal of Visualization and Computer Animation*, 10(3):143–158, 1999. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/>

abstract/67501523/START; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=67501523&PLACEBO=IE.pdf>.

Williams:1999:MGS

- [169] Peter L. Williams and Samuel P. Uselton. Metrics and generation specifications for comparing volume-rendered images. *The Journal of Visualization and Computer Animation*, 10(3):159–178, 1999. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/67501524/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=67501524&PLACEBO=IE.pdf>.

MagenatThalman:1999:E

- [170] Nadia Magnenat Thalman, Yoshihisa Shinagawa, and Hung Chuan Teh. Editorial. *The Journal of Visualization and Computer Animation*, 10(4):179–180, 1999. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/68501004/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=68501004&PLACEBO=IE.pdf>.

Baciu:1999:RIB

- [171] George Baciu, Wingo Sai-Keung Wong, and Hanqiu Sun. RECODE: an image-based collision detection algorithm. *The Journal of Visualization and Computer Animation*, 10(4):181–192, 1999. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/68501005/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=68501005&PLACEBO=IE.pdf>.

interscience.wiley.com/cgi-bin/abstract/68501005/START; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=68501005&PLACEBO=IE.pdf>.

Ashraf:1999:DWS

- [172] Golam Ashraf and Kok Cheong Wong. Dust and water splashing models for hopping figures. *The Journal of Visualization and Computer Animation*, 10(4):193–213, 1999. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/68501006/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=68501006&PLACEBO=IE.pdf>.

Kang:1999:ECH

- [173] Young-Min Kang, Hwan-Gue Cho, and Ee-Taek Lee. An efficient control over human running animation with extension of planar hopper model. *The Journal of Visualization and Computer Animation*, 10(4):215–224, 1999. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/68501003/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=68501003&PLACEBO=IE.pdf>.

Baranoski:1999:NDR

- [174] Gladimir V. G. Baranoski and Jon G. Rokne. A non-deterministic reconstruction approach for isotropic reflectances and transmittances. *The Journal of Visualization and Computer Animation*, 10(4):225–231, 1999. CODEN JV-

CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/68501007/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=68501007&PLACEBO=IE.pdf>.

Bao:1999:NLV

- [175] Hujun Bao, Li Chen, Jianguo Ying, and Qunsheng Peng. Non-linear view interpolation. *The Journal of Visualization and Computer Animation*, 10(4):233–241, 1999. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/68501008/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=68501008&PLACEBO=IE.pdf>.

Magenat-Thalmann:2000:Ea

- [176] Nadia Magnenat-Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 11(1):1, 2000. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/71004331/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=71004331&PLACEBO=IE.pdf>.

Tsutsuguchi:2000:HWA

- [177] Ken Tsutsuguchi, Satoshi Shimada, Yasuhito Suenaga, Noboru Sonehara, and Sakuichi Ohtsuka. Human walking animation based on foot reaction force in the three-dimensional virtual world. *The Journal of Visualization and Computer Animation*, 11

(1):3–16, 2000. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/71004330/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=71004330&PLACEBO=IE.pdf>.

Remion:2000:DAE

- [178] Yannick Rémyon, Jean-Michel Nourrit, and Didier Gillard. A dynamic animation engine for generic spline objects. *The Journal of Visualization and Computer Animation*, 11(1):17–26, 2000. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/71004333/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=71004333&PLACEBO=IE.pdf>.

Gonzato:2000:MRO

- [179] Jean-Christophe Gonzato and Bertrand Le Saëc. On modelling and rendering ocean scenes. *The Journal of Visualization and Computer Animation*, 11(1):27–37, 2000. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/71004332/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=71004332&PLACEBO=IE.pdf>.

Prevost:2000:EVB

- [180] Stéphanie Prévost and Laurent Lucas. An efficient voxel-based visualization system from an implicit skeletal surface characterization. *The Journal*

of *Visualization and Computer Animation*, 11(1):39–49, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/71004328/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=71004328&PLACEBO=IE.pdf>.

Troccaz:2000:SMT

- [181] Jocelyne Troccaz, Delphine Henry, Noureddine Laieb, Guillaume Champelboux, Jean-Luc Bosson, and Olivier Pichot. Simulators for medical training: application to vascular ultrasound imaging. *The Journal of Visualization and Computer Animation*, 11(1):51–65, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/71004329/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=71004329&PLACEBO=IE.pdf>.

MagenatThalman:2000:E

- [182] Nadia Magneat Thalman and Daniel Thalman. Editorial. *The Journal of Visualization and Computer Animation*, 11(2):67, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/72504118/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=72504118&PLACEBO=IE.pdf>.

Abrams:2000:CSV

- [183] Steven Abrams and Peter K. Allen. Computing swept volumes. *The Jour-*

nal of Visualization and Computer Animation, 11(2):69–82, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/72504114/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=72504114&PLACEBO=IE.pdf>.

Sun:2000:FIR

- [184] Hanqiu Sun and Mark Green. A framework for interactive responsive animation. *The Journal of Visualization and Computer Animation*, 11(2):83–94, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/72504115/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=72504115&PLACEBO=IE.pdf>.

Arques:2000:RRT

- [185] Didier Arquès, Eric Felgines, Sylvain Michelin, and Karine Zampieri. Realistic rendering with turbulent flows. *The Journal of Visualization and Computer Animation*, 11(2):95–104, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/72504116/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=72504116&PLACEBO=IE.pdf>.

Oesker:2000:PEU

- [186] Markus Oesker, Heiko Hecht, and Bernhard Jung. Psychological evidence for unconscious processing of de-

tail in real-time animation of multiple characters. *The Journal of Visualization and Computer Animation*, 11(2):105–112, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/72504117/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=72504117&PLACEBO=IE.pdf>.

Wolter:2000:E

- [187] Franz-Erich Wolter and Nicholas M. Patrikalakis. Editorial. *The Journal of Visualization and Computer Animation*, 11(3):113, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/72515295/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=72515295&PLACEBO=IE.pdf>.

Koch:2000:RSR

- [188] Reinhard Koch, Marc Pollefeys, and Luc Van Gool. Realistic surface reconstruction of 3D scenes from uncalibrated image sequences. *The Journal of Visualization and Computer Animation*, 11(3):115–127, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/72515296/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=72515296&PLACEBO=IE.pdf>.

Koffler:2000:RTO

- [189] Michael Koffler, Michael Gervautz, and Michael Gruber. R-trees for

organizing and visualizing 3D GIS databases. *The Journal of Visualization and Computer Animation*, 11(3):129–143, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/72515299/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=72515299&PLACEBO=IE.pdf>.

Weik:2000:CFA

- [190] S. Weik, J. Wingbermühle, and W. Niem. Creation of flexible anthropomorphic models for 3D videoconferencing using shape from silhouettes. *The Journal of Visualization and Computer Animation*, 11(3):145–154, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/72515298/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=72515298&PLACEBO=IE.pdf>.

Wong:2000:VS

- [191] Janis P. Y. Wong, Rynson W. H. Lau, and Lizhuang Ma. Virtual 3D sculpting. *The Journal of Visualization and Computer Animation*, 11(3):155–166, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/72515297/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=72515297&PLACEBO=IE.pdf>.

Magenat-Thalmann:2000:Eb

- [192] Nadia Magnenat-Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 11(4):167, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/73502729/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=73502729&PLACEBO=IE.pdf>.

Gildfind:2000:EPC

- [193] Andrew Gildfind, Michael A. Gigante, and Ghassan Al-Qaimari. Evolving performance control systems for digital puppetry. *The Journal of Visualization and Computer Animation*, 11(4):169–183, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/73502730/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=73502730&PLACEBO=IE.pdf>.

Weiskopf:2000:IAV

- [194] Daniel Weiskopf, Ute Kraus, and Hanns Ruder. Illumination and acceleration in the visualization of special relativity: a comment on fast rendering of relativistic objects. *The Journal of Visualization and Computer Animation*, 11(4):185–195, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/73502727/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=73502727&PLACEBO=IE.pdf>.

Meseure:2000:DBM

- [195] P. Meseure and C. Chaillou. A deformable body model for surgical simulation. *The Journal of Visualization and Computer Animation*, 11(4):197–208, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/73502728/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=73502728&PLACEBO=IE.pdf>.

Wang:2000:IRT

- [196] Shyue-Wu Wang, Zen-Chung Shih, and Ruei-Chuan Chang. An improved rendering technique for ray tracing Bézier and B-spline surfaces. *The Journal of Visualization and Computer Animation*, 11(4):209–219, 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/73502731/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=73502731&PLACEBO=IE.pdf>.

Anonymous:2000:E

- [197] Anonymous. Editorial. *The Journal of Visualization and Computer Animation*, 11(5):221–222, ??? 2000. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/76506848/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=76506848&PLACEBO=IE.pdf>.

Choi:2000:OMR

- [198] Kwang-Jin Choi and Hyeong-Seok Ko. Online motion retargetting. *The Journal of Visualization and Computer Animation*, 11(5):223–235, 2000. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/76506845/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=76506845&PLACEBO=IE.pdf>.

Noma:2000:MGA

- [199] Tsukasa Noma, Kyoji Oishi, Hiroshi Futsuhara, Hiromi Baba, Takeshi Ohashi, and Toshiaki Ejima. A motion generator approach to translating human motion from video to animation. *The Journal of Visualization and Computer Animation*, 11(5):237–248, 2000. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/76506844/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=76506844&PLACEBO=IE.pdf>.

Bruderlin:2000:MGW

- [200] Armin Bruderlin. A method to generate wet and broken-up animal fur. *The Journal of Visualization and Computer Animation*, 11(5):249–259, 2000. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/76506849/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=76506849&PLACEBO=IE.pdf>.

[bin/fulltext?ID=76506849&PLACEBO=IE.pdf](http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=76506849&PLACEBO=IE.pdf).

Brandel:2000:TOA

- [201] Sylvain Brandel, Dominique Bechmann, and Yves Bertrand. Thickening: an operation for animation. *The Journal of Visualization and Computer Animation*, 11(5):261–277, 2000. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/76506846/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=76506846&PLACEBO=IE.pdf>.

Adabala:2000:MRG

- [202] Neeharika Adabala and Swami Manohar. Modeling and rendering of gaseous phenomena using particle maps. *The Journal of Visualization and Computer Animation*, 11(5):279–293, 2000. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/76506850/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=76506850&PLACEBO=IE.pdf>.

Meyer:2001:IAC

- [203] Mark Meyer, Gilles Debunne, Mathieu Desbrun, and Alan H. Barr. Interactive animation of cloth-like objects in virtual reality. *The Journal of Visualization and Computer Animation*, 12(1):1–12, 2001. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/82003014/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=82003014&PLACEBO=IE.pdf>.

bin/fulltext?ID=82003014&PLACEBO=IE.pdf.

Zhong:2001:RER

- [204] Hua Zhong, Ying-Qing Xu, Baining Guo, and Heung-Yeung Shum. Realistic and efficient rendering of free-form knitwear. *The Journal of Visualization and Computer Animation*, 12(1):13–22, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/82003015/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=82003015&PLACEBO=IE.pdf>.

Hoshino:2001:MMT

- [205] Jun'ichi Hoshino, Masanobu Yamamoto, and Hirofumi Saito. A match moving technique for merging CG cloth and human movie sequences. *The Journal of Visualization and Computer Animation*, 12(1):23–29, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/82003011/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=82003011&PLACEBO=IE.pdf>.

Anagnostopoulos:2001:CVA

- [206] C. Anagnostopoulos, D. Vergados, E. Kayafas, V. Loumos, and G. Stassinopoulos. A computer vision approach for textile quality control. *The Journal of Visualization and Computer Animation*, 12(1):31–44, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/>

abstract/82003016/START; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=82003016&PLACEBO=IE.pdf>.

Cordier:2001:IDB

- [207] Frédéric Cordier, Pascal Volino, and Nadia Magnenat-Thalmann. Integrating deformations between bodies and clothes. *The Journal of Visualization and Computer Animation*, 12(1):45–53, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/82003013/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=82003013&PLACEBO=IE.pdf>.

Magnenat-Thalmann:2001: Ea

- [208] Nadia Magnenat-Thalmann and Bernd Eberhardt. Editorial. *The Journal of Visualization and Computer Animation*, 12(1):i, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/82003012/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=82003012&PLACEBO=IE.pdf>.

Choi:2001:MVH

- [209] Soo-Mi Choi and Myoung-Hee Kim. Motion visualization of human left ventricle with a time-varying deformable model for cardiac diagnosis. *The Journal of Visualization and Computer Animation*, 12(2):55–66, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/>

abstract/83502224/START; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=83502224&PLACEBO=IE.pdf>.

Choe:2001:PDM

- [210] Byoungwon Choe, Hanook Lee, and Hyeong-Seok Ko. Performance-driven muscle-based facial animation. *The Journal of Visualization and Computer Animation*, 12(2): 67–79, 2001. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/83502221/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=83502221&PLACEBO=IE.pdf>.

Lee:2001:RWC

- [211] Dongkyoo Lee, Hee-Jung Bae, Chang Tae Kim, Dong-Chun Lee, Dae-Hyun Jung, Nam-Kyung Lee, Kyoo-Ho Lee, Nakhoon Baek, J. Won Lee, Kwan Woo Ryu, and James K. Hahn. Reproducing works of Calder. *The Journal of Visualization and Computer Animation*, 12(2):81–91, 2001. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/83502222/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=83502222&PLACEBO=IE.pdf>.

Besuevsky:2001:ARE

- [212] Gonzalo Besuevsky and Xavier Pueyo. Animating radiosity environments through the Multi-Frame Lighting Method. *The Journal of Visualization and Computer Animation*, 12(2):93–106,

2001. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/83502223/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=83502223&PLACEBO=IE.pdf>.

Magenat-Thalmann:2001:Eb

- [213] Nadia Magnenat-Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 12(2):i, 2001. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/83502225/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=83502225&PLACEBO=IE.pdf>.

King:2001:PTM

- [214] Scott A. King and Richard E. Parent. A 3D parametric tongue model for animated speech. *The Journal of Visualization and Computer Animation*, 12(3):107–115, 2001. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/85513714/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=85513714&PLACEBO=IE.pdf>.

Kalisiak:2001:GBM

- [215] Maciej Kalisiak and Michiel van de Panne. A grasp-based motion planning algorithm for character animation. *The Journal of Visualization and Computer Animation*, 12(3):117–129, 2001. CODEN JV-

CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/85513712/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=85513712&PLACEBO=IE.pdf>.

Skapin:2001:UCP

- [216] X. Skapin and P. Lienhardt. Using Cartesian product for animation. *The Journal of Visualization and Computer Animation*, 12(3):131–144, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/85513709/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=85513709&PLACEBO=IE.pdf>.

Ehmann:2001:TES

- [217] Stephen A. Ehmann, Arthur D. Gregory, and Ming C. Lin. A touch-enabled system for multi-resolution modeling and 3D painting. *The Journal of Visualization and Computer Animation*, 12(3):145–157, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/85513715/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=85513715&PLACEBO=IE.pdf>.

Oh:2001:MCE

- [218] Kyoung-Su Oh, Byeong-Seok Shin, and Yeong Gil Shin. Mobility culling: an efficient rendering algorithm using temporal coherence. *The Journal of Visualization and Computer Animation*, 12

(3):159–166, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/85513713/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=85513713&PLACEBO=IE.pdf>.

Handa:2001:VTV

- [219] Susumu Handa, Hiroshi Kashiwagi, and Toshikazu Takada. Visualization techniques for 3D vector fields: an application to electrostatic fields of molecules. *The Journal of Visualization and Computer Animation*, 12(3):167–180, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/85513710/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=85513710&PLACEBO=IE.pdf>.

Magenat-Thalmann:2001:Ec

- [220] Nadia Magnenat-Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 12(3):i, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/85513711/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=85513711&PLACEBO=IE.pdf>.

Akleman:2001:FBF

- [221] Ergun Akleman, Zeki Melek, and Jeff S. Haberl. Function-based flow modeling and animation. *The Journal of Visualization and Computer Animation*, 12

(4):181–189, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/89011185/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=89011185&PLACEBO=IE.pdf>.

Benes:2001:UPT

- [222] Bedřich Beneš and Enrique Espinosa. Using particles for 3D texture sculpting. *The Journal of Visualization and Computer Animation*, 12(4):191–201, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/89011189/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=89011189&PLACEBO=IE.pdf>.

Hughes:2001:CTT

- [223] Charles E. Hughes, J. Michael Moshell, Dean Reed, Diane Z. Chase, and Arlen F. Chase. The Caracol Time Travel Project. *The Journal of Visualization and Computer Animation*, 12(4):203–214, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/89011188/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=89011188&PLACEBO=IE.pdf>.

Rudomin:2001:MGU

- [224] Isaac Rudomín, Roberto Pérez-Urbiola, Maria Elena Melón, and Jose Luis Castillo. Multilayer garments using isosurfaces and physics. *The Journal of*

Visualization and Computer Animation, 12(4):215–226, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/89011187/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=89011187&PLACEBO=IE.pdf>.

Liu:2001:RMA

- [225] Zicheng Liu, Zhengyou Zhang, Chuck Jacobs, and Michael Cohen. Rapid modeling of animated faces from video. *The Journal of Visualization and Computer Animation*, 12(4):227–240, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/89011186/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=89011186&PLACEBO=IE.pdf>.

Rudomin:2001:E

- [226] Isaac Rudomin. Editorial. *The Journal of Visualization and Computer Animation*, 12(4):i, 2001. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic). URL <http://www3.interscience.wiley.com/cgi-bin/abstract/89011184/START>; <http://www3.interscience.wiley.com/cgi-bin/fulltext?ID=89011184&PLACEBO=IE.pdf>.

Grabner:2001:ATI

- [227] Markus Grabner. Advanced techniques for interactive visualization of multi-resolution meshes. *The Journal of Visualization and Computer Animation*, 12(5):241–252, December 2001. CO-

DEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Schmitt:2001:CTB

Bartroli:2001:PSA

- [228] A. Vilanova Bartrolí, R. Wegenkittl, and E. Gröller. Projected slabs: approximation of perspective projection and error analysis. *The Journal of Visualization and Computer Animation*, 12(5):253–262, December 2001. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Bornik:2001:HQT

- [229] Alexander Bornik, Konrad Karner, Joachim Bauer, Franz Leberl, and Heinz Mayer. High-quality texture reconstruction from multiple views. *The Journal of Visualization and Computer Animation*, 12(5):263–276, December 2001. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Bittner:2001:ECH

- [230] Jiří Bittner and Vlastimil Havran. Exploiting coherence in hierarchical visibility algorithms. *The Journal of Visualization and Computer Animation*, 12(5):277–286, December 2001. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

urikovi:2001:GAH

- [231] Roman urikovi, Silvester Czanner, and Hirofumi Inoue. Growth animation of human organs. *The Journal of Visualization and Computer Animation*, 12(5):287–295, December 2001. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

- [232] B. Schmitt, A. Pasko, V. Adzhiev, and C. Schlick. Constructive texturing based on hypervolume modeling. *The Journal of Visualization and Computer Animation*, 12(5):297–310, December 2001. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

urikovi:2001:EPI

- [233] Roman urikovi and Andrej Ferko. Editorial. *The Journal of Visualization and Computer Animation*, 12(5):iii–iv, December 2001. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Janssen:2002:SISa

- [234] J. P. Janssen, M. Egmont-Petersen, E. A. Hendriks, M. J. T. Reinders, R. J. van der Geest, P. C. W. Hogendoorn, and J. H. C. Reiber. Scale-invariant segmentation of dynamic contrast-enhanced perfusion MR images with inherent scale selection. *The Journal of Visualization and Computer Animation*, 13(1):1–19, February 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Janssen:2002:SISb

- [235] J. P. Janssen, M. Egmont-Petersen, E. A. Hendriks, M. J. T. Reinders, R. J. van der Geest, P. C. W. Hogendoorn, and J. H. C. Reiber. Scale-invariant segmentation of dynamic contrast-enhanced perfusion MR images with inherent scale selection. *The Journal of Visualization and Computer Animation*, 13(1):1–19, February 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Bruyns:2002:SIMa

- [236] Cynthia D. Bruyns, Steven Senger, Anil Menon, Kevin Montgomery, Simon Wildermuth, and Richard Boyle. A survey of interactive mesh-cutting techniques and a new method for implementing generalized interactive mesh cutting using virtual tools. *The Journal of Visualization and Computer Animation*, 13(1): 21–42, February 2002. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Bruyns:2002:SIMb

- [237] Cynthia D. Bruyns, Steven Senger, Anil Menon, Kevin Montgomery, Simon Wildermuth, and Richard Boyle. A survey of interactive mesh-cutting techniques and a new method for implementing generalized interactive mesh cutting using virtual tools. *The Journal of Visualization and Computer Animation*, 13(1): 21–42, February 2002. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Evesque:2002:BASa

- [238] F. Evesque, S. Gerlach, and R. D. Hersch. Building 3D anatomical scenes on the Web. *The Journal of Visualization and Computer Animation*, 13(1): 43–52, February 2002. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Evesque:2002:BASb

- [239] F. Evesque, S. Gerlach, and R. D. Hersch. Building 3D anatomical scenes on the Web. *The Journal of Visualization and Computer Animation*, 13(1): 43–52, February 2002. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Snedeker:2002:CHF a

- [240] J. G. Snedeker, M. Bajka, J. M. Hug, G. Székely, and P. Niederer. The creation of a high-fidelity finite element model of the kidney for use in trauma research. *The Journal of Visualization and Computer Animation*, 13(1): 53–64, February 2002. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Snedeker:2002:CHF b

- [241] J. G. Snedeker, M. Bajka, J. M. Hug, G. Székely, and P. Niederer. The creation of a high-fidelity finite element model of the kidney for use in trauma research. *The Journal of Visualization and Computer Animation*, 13(1): 53–64, February 2002. CODEN JV-CAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Archip:2002:LMD a

- [242] Neculai Archip, Pierre-Jean Erard, Jean-Marie Haefliger, and Jean-Francois Germond. Lung metastasis detection and visualization on CT images: a knowledge-based method. *The Journal of Visualization and Computer Animation*, 13(1):65–76, February 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Archip:2002:LMD b

- [243] Neculai Archip, Pierre-Jean Erard, Jean-Marie Haefliger, and Jean-Francois Germond. Lung metastasis detection and visualization on CT images: a knowledge-based method. *The Journal of Visualization and Computer Animation*, 13(1):65–76, February 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Langlotz:2002:SAOa

- [244] Frank Langlotz. State-of-the-art in orthopaedic surgical navigation with a focus on medical image modalities. *The Journal of Visualization and Computer Animation*, 13(1):77–83, February 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Langlotz:2002:SAOb

- [245] Frank Langlotz. State-of-the-art in orthopaedic surgical navigation with a focus on medical image modalities. *The Journal of Visualization and Computer Animation*, 13(1):77–83, February 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Harders:2002:NPIa

- [246] Matthias Harders, Simon Wildermuth, and Gábor Székely. New paradigms for interactive 3D volume segmentation. *The Journal of Visualization and Computer Animation*, 13(1):85–95, February 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Harders:2002:NPIb

- [247] Matthias Harders, Simon Wildermuth, and Gábor Székely. New paradigms for interactive 3D volume segmentation. *The Journal of Visualization and Computer Animation*, 13(1):85–95, February 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Magnenat-Thalmann:2002:EPa

- [248] Nadia Magnenat-Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 13(1):i, February 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Picinbono:2002:IRS

- [249] Guillaume Picinbono, Jean-Christophe Lombardo, Hervé Delingette, and Nicholas Ayache. Improving realism of a surgery simulator: linear anisotropic elasticity, complex interactions and force extrapolation. *The Journal of Visualization and Computer Animation*, 13(3):147–167, July 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Pal:2002:LMA

- [250] Prabir K. Pal and Biswajit Sarkar. A language to model animation out of behaviour-embedded graphical components. *The Journal of Visualization and Computer Animation*, 13(3):169–185, July 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Yang:2002:NPM

- [251] Shu-Kai Yang, Chin-Chen Chang, Ding-Zhou Duan, and Ming-Fen Lin. A novel progressive modelling algorithm for 3D models. *The Journal of Visualization and Computer Animation*, 13(3):187–198, July 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Magnenat-Thalmann:2002:EPc

- [252] Nadia Magnenat-Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 13(3):i, July 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Pollefeys:2002:VMI

- [253] Marc Pollefeys and Luc Van Gool. Visual modelling: from images to im-

ages. *The Journal of Visualization and Computer Animation*, 13(4):199–209, September 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Han:2002:PFM

- [254] Mei Han and Takeo Kanade. A perspective factorization method for Euclidean reconstruction with uncalibrated cameras. *The Journal of Visualization and Computer Animation*, 13(4):211–223, September 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Zhang:2002:SVM

- [255] Li Zhang, Guillaume Dugas-Phocion, Jean-Sebastien Samson, and Steven M. Seitz. Single-view modelling of free-form scenes. *The Journal of Visualization and Computer Animation*, 13(4):225–235, September 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Hung:2002:APO

- [256] Yi-Ping Hung, Chu-Song Chen, Yu-Pao Tsai, and Szu-Wei Lin. Augmenting panoramas with object movies by generating novel views with disparity-based view morphing. *The Journal of Visualization and Computer Animation*, 13(4):237–247, September 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Tong:2002:LLL

- [257] Xin Tong, Jinxiang Chai, and Heung-Yeung Shum. Layered lumigraph with LOD control. *The Journal of Visualization and Computer Animation*, 13(4):

249–261, September 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Ng:2002:EPI

- [258] Teck Khim Ng and Tat-Seng Chua. Editorial. *The Journal of Visualization and Computer Animation*, 13(4):iii–iv, September 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Devillers:2002:PEB

- [259] Frédéric Devillers, Stéphane Donikian, Fabrice Lamarche, and Jean-François Taille. A programming environment for behavioural animation. *The Journal of Visualization and Computer Animation*, 13(5):263–274, December 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Zhongxiang:2002:MAC

- [260] Luo Zhongxiang, Zhuang Yueting, Liu Feng, and Pan Yunhe. Multiple animated characters motion fusion. *The Journal of Visualization and Computer Animation*, 13(5):275–285, December 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Gillies:2002:EMA

- [261] M. F. P. Gillies and N. A. Dodgson. Eye movements and attention for behavioural animation. *The Journal of Visualization and Computer Animation*, 13(5):287–300, December 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Pelachaud:2002:SFE

- [262] Catherine Pelachaud and Isabella Poggi. Subtleties of facial expressions in em-

bodied agents. *The Journal of Visualization and Computer Animation*, 13(5): 301–312, December 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Bailenson:2002:GTP

- [263] Jeremy N. Bailenson, Andrew C. Beall, and Jim Blascovich. Gaze and task performance in shared virtual environments. *The Journal of Visualization and Computer Animation*, 13(5):313–320, December 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Ballin:2002:EPI

- [264] Daniel Ballin, Jeff Rickel, and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 13(5):i–ii, December 2002. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Min:2003:ASD

- [265] KyungHa Min, In-Kwon Lee, and Chan-Mo Park. Adaptive space decomposition for fast visualization of soft objects. *The Journal of Visualization and Computer Animation*, 14(1):1–19, February 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Yanyun:2003:MRS

- [266] Chen Yanyun, Hanqiu Sun, Lin Hui, and Enhua Wu. Modelling and rendering of snowy natural scenery using multi-mapping techniques. *The Journal of Visualization and Computer Animation*, 14(1):21–30, February 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Faraway:2003:RMM

- [267] Julian Faraway. Regression modeling of motion with endpoint constraints. *The Journal of Visualization and Computer Animation*, 14(1):31–41, February 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Baranoski:2003:SA

- [268] Gladimir V. G. Baranoski, Jon G. Rokne, Peter Shirley, Trond S. Trondsen, and Rui Bastos. Simulating the aurora. *The Journal of Visualization and Computer Animation*, 14(1):43–59, February 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Magnenat-Thalmann:2003:EPI

- [269] Nadia Magnenat-Thalmann and Daniël Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 14(1):iii, February 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Chen:2003:RCF

- [270] Haixin Chen, Jürgen Hesser, and Reinhard Männer. Ray casting free-form deformed-volume objects. *The Journal of Visualization and Computer Animation*, 14(2):61–72, May 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Hase:2003:HGS

- [271] Kazunori Hase, Kazuo Miyashita, Sooyol Ok, and Yoshiki Arakawa. Human gait simulation with a neuromusculoskeletal model and evolutionary computation. *The Journal of Visualization and Computer Animation*, 14(2):

73–92, May 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Park:2003:SAD

- [272] In Kyu Park, Sang Wook Lee, and Sang Uk Lee. Shape-adaptive 3-D mesh simplification based on local optimality measurement. *The Journal of Visualization and Computer Animation*, 14(2): 93–109, May 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Magenat-Thalmann:2003:EPa

- [273] Nadia Magnenat-Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 14(2):i, May 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Kampel:2003:APA

- [274] Martin Kampel and Robert Sablatnig. An automated pottery archival and reconstruction system. *The Journal of Visualization and Computer Animation*, 14(3):111–120, July 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Taylor:2003:NIT

- [275] J. Taylor, J.-A. Beraldin, G. Godin, L. Cournoyer, R. Baribeau, F. Blais, M. Rioux, and J. Domey. NRC 3D imaging technology for museum and heritage applications. *The Journal of Visualization and Computer Animation*, 14(3): 121–138, July 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Yang:2003:RDS

- [276] Hyun S. Yang, Taewoo Han, and Juho Lee. Reconstruction of dynamic 3D scene based on visual hull and view morphing. *The Journal of Visualization and Computer Animation*, 14(3): 139–148, July 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Cappellini:2003:AAO

- [277] V. Cappellini, M. Barni, M. Corsini, A. De Rosa, and A. Piva. ArtShop: an art-oriented image-processing tool for cultural heritage applications. *The Journal of Visualization and Computer Animation*, 14(3):149–158, July 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Bakker:2003:TCD

- [278] Geeske Bakker, Frans Meulenberg, and Jan de Rode. Truth and credibility as a double ambition: reconstruction of the built past, experiences and dilemmas. *The Journal of Visualization and Computer Animation*, 14(3):159–167, July 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Magenat-Thalmann:2003:EPb

- [279] Nadia Magnenat-Thalmann and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 14(3):i, July 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Fan:2003:IFC

- [280] Zhaowei Fan, Huagen Wan, and Shuming Gao. IBCD: a fast collision detection algorithm based on image space us-

ing OBB. *The Journal of Visualization and Computer Animation*, 14(4): 169–181, September 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Masuda:2003:SDV

- [281] Tomohito Masuda, Setsuo Imazu, Supatana Auethavekiat, Tsuyoshi Furuya, Kunihiko Kawakami, and Katsushi Ikeuchi. Shape difference visualization for ancient bronze mirrors through 3D range images. *The Journal of Visualization and Computer Animation*, 14(4): 183–196, September 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Moriya:2003:IMI

- [282] Toshio Moriya, Kei Utsugi, Fumiko Beniyama, and Haruo Takeda. Image modification for immersive projection display based on pseudo-projection models. *The Journal of Visualization and Computer Animation*, 14(4):197–210, September 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Zhang:2003:TCR

- [283] Mingmin Zhang, Zhigeng Pan, and Pheng-Ann Heng. Time-critical rendering algorithm with incorporation of LoD, visibility culling and object impostor. *The Journal of Visualization and Computer Animation*, 14(4):211–223, September 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Pletinckx:2003:HPT

- [284] Daniel Pletinckx, Neil Silberman, and Dirk Callebaut. Heritage presentation

through interactive storytelling: a new multimedia database approach. *The Journal of Visualization and Computer Animation*, 14(4):225–231, September 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Burdea:2003:EP

- [285] Greg Burdea and Daniel Thalmann. Editorial. *The Journal of Visualization and Computer Animation*, 14(5):i, December 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Rutten:2003:IPS

- [286] Anja Rutten, Sue Cobb, Helen Neale, Steven Kerr, Anne Leonard, Sarah Parsons, and Peter Mitchell. The AS interactive project: single-user and collaborative virtual environments for people with high-functioning autistic spectrum disorders. *The Journal of Visualization and Computer Animation*, 14(5): 233–241, December 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Yano:2003:DGR

- [287] Hiroaki Yano, Kaori Kasai, Hideyuki Saitou, and Hiroo Iwata. Development of a gait rehabilitation system using a locomotion interface. *The Journal of Visualization and Computer Animation*, 14(5):243–252, December 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Martin:2003:EOC

- [288] Olivier Martin, Benjamin Julian, Laurence Boissieux, Jean-Dominique Gascuel, and Claude Prablanc. Evaluating online control of goal-directed arm

movement while standing in virtual visual environment. *The Journal of Visualization and Computer Animation*, 14(5):253–260, December 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Kizony:2003:AIV

- [289] Rachel Kizony, Noomi Katz, and Patrice L. (Tamar) Weiss. Adapting an immersive virtual reality system for rehabilitation. *The Journal of Visualization and Computer Animation*, 14(5): 261–268, December 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).

Camurri:2003:AMT

- [290] Antonio Camurri, Barbara Mazzarino, Gualtiero Volpe, Pietro Morasso, Federica Priano, and Cristina Re. Application of multimedia techniques in the physical rehabilitation of Parkinson’s patients. *The Journal of Visualization and Computer Animation*, 14(5): 269–278, December 2003. CODEN JVCAEO. ISSN 1049-8907 (print), 1099-1778 (electronic).