A Complete Bibliography of *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*

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/

20 August 2024
Version 1.03

Title word cross-reference

References

Aranjuelo:2024:LGA

[AHAC^{+}24] Nerea Aranjuelo, Siyu Huang, Ignacio Arganda-Carreras, Luis Unzueta, Oihana Otaegui, Hanspeter Pfister, and Donglai Wei. Learning gaze-aware compositional GAN from limited annotations. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(2):28:1–28:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3654706.

Aanjaneya:2019:EGM

[AHGB19] Mridul Aanjaneya, Chengguizi Han, Ryan Goldade, and Christopher Batty. An efficient geometric multigrid solver for viscous liquids. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(2):14:1–14:21, July 2019. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3340255.

Andersson:2020:FDE

[ANAM+20] Pontus Andersson, Jim Nilsson, Tomas Akenine-Möller, Magnus Oskarsson, Kalle Åström, and Mark D. Fairchild. FLIP: a difference evaluator for alternating images. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(2): 15:1–15:23, August 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3406183.

Andrews:2021:CFV

[ANEK21] Sheldon Andrews, Loic Nassif, Kenny Erleben, and Paul G. Kry. Coupling friction with visual appearance. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(3):31:1–31:20, September 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3480138.

Andreasson:2024:PSA

[AÖG24] Simon Andreasson, Linus Östergaard, and Prashant Goswami. Parallel spatiotemporally adaptive DEM-based snow simulation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3):50:1–50:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3675374.

Angles:2019:VVI

[ARM+19] Baptiste Angles, Daniel Rebain, Miles Macklin, Brian Wyvill, Loic Barthe, Jp Lewis, Javier Von Der Pahlen, Shahram Izadi, Julien Valentin, Sofien Bouaziz, and Andrea Tagliasacchi. VIPER: Volume invariant position-based elastic rods. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(2): 19:1–19:26, July 2019. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3340260.

Adams:2022:BFP

[AS22] Andrew Adams and Dillon Sharlet. Better fixed-point filtering with averaging trees. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(3): 32:1–32:??, July 2022. CODEN

???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3543869.

Barkevich:2024:UDL

[BBD24] Kevin Barkevich, Reynold Bailey, and Gabriel J. Diaz. Using deep learning to increase eye-tracking robustness, accuracy, and precision in virtual reality. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(2):27:1–27:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3654705.

Brunel:2020:TID

[BBGB20] Camille Brunel, Pierre Bénard, Gaël Guennebaud, and Pascal Barla. A time-independent deformer for elastic-rigid contacts. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(1):9:1–9:21, April 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3384539.

Barczak:2024:DDH

[BBM24] Joshua Barczak, Carsten Benthin, and David McAllister. DGF: a dense, hardware-friendly geometry format for lossily compressing meshlets with arbitrary topologies. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3):46:1–46:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3675383.

Barbier:2022:HPH

[BD22] Wilhem Barbier and Jonathan Dupuy. Htex: Per-halfedge texturing for arbitrary mesh topologies. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(3):29:1–29:??, July 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3543868.

Benyoub:2024:CBT

[BD24] Anis Benyoub and Jonathan Dupuy. Concurrent binary trees for large-scale game components. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3):31:1–31:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3675371.

Belcour:2022:DDP

[BDBS22] Laurent Belcour, Thomas Deliot, Wilhem Barbier, and Cyril Soler. A data-driven paradigm for precomputed radiance transfer. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(3):26:1–26:??, July 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3543864.

Benthin:2022:PPL

[BDTD22] Carsten Benthin, Radoslaw Drabinski, Lorenzo Tessari, and Addis Dittebrandt. PLOC++: Parallel locally-ordered clustering for bounding volume hierarchy construction revisited. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(3): 31:1–31:??, July 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3543867`.

Bugdayci:2021:IVE

[BDWG21] Irem Bugdayci, Anne-Heloise Dautel, Robert Wuss, and Ruairi Glynn. Instruments of vision: Eye-tracking and robotics as an embodied interface. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(2): 21:1–21:10, July 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3465618`.

Bruggisser:2024:RCA

[BLLJ+24] Florian Christoph Bruggisser, Chris Elvis Leisi, Pascal Lund-Jensen, Martin Fröhlich, and Christopher Lloyd Salter. reconFIGURE: Confronting audiences with digital Doppelgängers. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4): 52:1–52:??, July 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3664208`.

Benthin:2024:HPH

[BMB+24] Carsten Benthin, Daniel Meister, Joshua Barczak, Rohan Mehalwal, John Tsakok, and Andrew Kensler. H-PLOC: Hierarchical parallel locally-ordered clustering for bounding volume hierarchy construction. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3): 30:1–30:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3675377`.

Bian:2018:TBP

[BWL18] Xiaojun Bian, Li-Yi Wei, and Sylvain Lefebvre. Tile-based pattern design with topology control. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):23:1–23:15, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3203204`.

Ban:2023:ISN

[BYH23] Seonghoon Ban, Taeha Yi, and Kyung Hoon Hyun. Intersection of seeing: New ways of experiencing reality using autonomous volumetric capture system. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(2): 19:1–19:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3597632`.

Currius:2022:RTH

[CAS22] Roc R. Currius, Ulf Assarsson, and Erik Sintorn. Real-time hair filtering with convolutional neural networks. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1): 15:1–15:15, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3522606.

Chemistruck:2021:EAP

[CASR21] Mike Chemistruck, Andrew Allen, John Snyder, and Nikunj Raghuvanshi. Efficient acoustic perception for virtual AI agents. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(3):43:1–43:13, September 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3480139.

Chang:2019:USM

[CDGB19] Jumyung Chang, Fang Da, Eitan Grinspun, and Christopher Batty. A unified simplicial model for mixed-dimensional and non-manifold deformable elastic objects. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(2):11:1–11:18, July 2019. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3340252.

Cole:2023:KCU

[CG23] Adam Cole and Mick Grierson. Kiss/crash: Using diffusion models to explore real desire in the shadow of artificial representations. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(2): 17:1–17:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3597625.

Chan:2024:SRV

[Cha24] Ka Chi Chan. 'Sisyphus': a robotic vignette of systemic conflict and democratic endeavors. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4):54:1–54:??, July 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3664220.

Cardoso:2022:TPV

[CKY+22] Joao Liborio Cardoso, Bernhard Kerbl, Lei Yang, Yury Uralsky, and Michael Wimmer. Training and predicting visual error for real-time applications. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1): 11:1–11:17, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3522625.

Chen:2024:DGG

[CL24] Wenbo Chen and Ligang Liu. Deblur-GS: 3D Gaussian splatting from camera motion blurred images. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1):18:1–18:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3651301`.

Chermain:2021:RTG

[CLS+21] Xavier Chermain, Simon Lucas, Basile Sauvage, Jean-Michel Dischler, and Carsten Dachsbacher. Real-time geometric glint anti-aliasing with normal map filtering. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1):1:1–1:16, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3451257`.

Chaurasia:2020:PRT

[CNI+20] Gaurav Chaurasia, Arthur Nieuwoudt, Alexandru-Eugen Ichim, Richard Szeliski, and Alexander Sorkine-Hornung. Passthrough+: Real-time stereoscopic view synthesis for mobile mixed reality. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(1):7:1–7:17, April 2020. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3384540`.

Casas:2018:LNS

[CO18] Dan Casas and Miguel A. Otaduy. Learning nonlinear soft-tissue dynamics for interactive avatars. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):10:1–10:15, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3203187`.

Chen:2018:R

[CSN18] Ge Chen, Pedro V. Sander, and Diego Nehab. The replate. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):4:1–4:14, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3203205`.

Chen:2018:DSL

[CWZ+18] Anpei Chen, Minye Wu, Yingliang Zhang, Nianyi Li, Jie Lu, Shenghua Gao, and Jingyi Yu. Deep surface light fields. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):14:1–14:17, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3203192`.

Chen:2024:ITM

[CYH+24] Boyuan Chen, Xinan Yan, Xuning Hu, Dominic Kao, and Hai-Ning Liang. Impact of tutorial modes with different time flow rates in virtual reality games. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1):6:1–6:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3651296.

Cao:2023:IEC

[CYS23] Chong Cao, Lingfei Yang, and Xukun Shen. Immersive experience of Chinese poems and paintings. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(2): 18:1–18:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3597621.

Delanoy:2018:SUM

[DAI+18] Johanna Delanoy, Mathieu Aubry, Phillip Isola, Alexei A. Efros, and Adrien Bousseau. 3D sketching using multi-view deep volumetric prediction. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1): 21:1–21:22, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203197.

Day:2021:RDP

[Day21] Kevin Day. Reversal, disconnect, and proposition: Noise and data politics in the work of Julian Oliver and Trevor Paglen. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(2): 25:1–25:8, July 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3465624.

Ding:2023:DCN

[DB23] Xinwen Ding and Christopher Batty. Differentiable curl-noise: Boundary-respecting procedural incompressible flows without discontinuities. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1):16:1–16:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3585511.

Denisova:2024:CAA

[DB24] Elena Denisova and Leonardo Bocchi. Converging algorithm-agnostic denoising for Monte Carlo rendering. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3): 40:1–40:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3675384.

DiBlasi:2023:BEM

[DCB23] Johnny DiBlasi, Carlos Castellanos, and Bello Bello. Beauty: Explorations of machine-microbial agencies. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(2):25:1–25:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3597626.

deDinechin:2022:RLM

[dDB22] Heloise de Dinechin and Laurent Belcour. Rendering layered materials with diffuse interfaces. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1):13:1–13:12, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3522620.

Deliot:2024:TND

[DHB24] Thomas Deliot, Eric Heitz, and Laurent Belcour. Transforming a non-differentiable rasterizer into a differentiable one with stochastic gradient estimation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1): 3:1–3:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3651298.

Dolp:2024:FGS

[DHD24] Reiner Dolp, Johannes Hanika, and Carsten Dachsbacher. A fast GPU schedule for À-trous wavelet-based denoisers. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1): 15:1–15:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3651299.

Daniel:2021:PVM

[DMH+21] Beatríz Cabrero Daniel, Ricardo Marques, Ludovic Hoyet, Julien Pettré, and Josep Blat. A perceptually-validated metric for crowd trajectory quality evaluation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(3):42:1–42:18, September 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3480136.

Dinkov:2024:PHL

[DPM24] Martin Dinkov, Sumanta Pattanaik, and Ryan P. McMahan. Perceptions of hybrid lighting for virtual reality. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1): 5:1–5:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3651292.

Dupuy:2020:CBT

[Dup20] Jonathan Dupuy. Concurrent binary trees (with application to longest edge bisection). *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(2): 21:1–21:20, August 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3406186.

Donnelly:2024:FFA

[DWBV24] William Donnelly, Alan Wolfe, Judith Bütepage, and Jon Valdés. FAST: Filter-adapted spatio-temporal sampling for real-time rendering. *Proceed-*

ings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1): 13:1–13:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3651283`.

Dong:2021:EAR

[DXS21] Yihong Dong, Lunchen Xie, and Qingjiang Shi. Efficient algorithms for rotation averaging problems. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1):16:1–16:16, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3451263`.

Egan:2023:NQE

[ECM23] Dónal Egan, Darren Cosker, and Rachel McDonnell. NeuroDog: Quadruped embodiment using neural networks. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3): 38:1–38:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3606936`.

Elran:2023:FMS

[EHZ23] Sharan R. Elran, Yuval Harel, and Amit R. Zoran. Fine motor skills: Operating standard robotic fabrication as a generative system. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(2): 30:1–30:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3597627`.

Estevez:2018:ISM

[EK18] Alejandro Conty Estevez and Christopher Kulla. Importance sampling of many lights with adaptive tree splitting. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(2): 25:1–25:17, August 2018. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3233305`.

Eckert:2022:PLR

[ERHR22] Marie Eckert, Thomas Robotham, Emanuël A. P. Habets, and Olli S. Rummukainen. Pupillary light reflex correction for robust pupillometry in virtual reality. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(2):18:1–18:??, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3530798`.

Elran:2022:GMD

[EZ22] Sharan R. Elran and Amit R. Zoran. The ghost in the machine: Digital stylization and expressive re-materialization of ancient ceramics. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(4):44:1–44:??, September 2022. CODEN ???? ISSN 2577-6193 (elec-

tronic). URL https://dl.acm.org/doi/10.1145/3533609.

Elran:2024:PCM

[EZ24] Sharan R. Elran and Amit R. Zoran. Probabilistic craft- materialization of generated images using digital and traditional craft. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4):63:1–63:??, July 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3664209.

Farahi:2021:CSS

[Far21] Behnaz Farahi. Can the subaltern speak?: Feminism in robotic mask design. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(2): 18:1–18:11, July 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3465621.

Fox-Gieg:2024:LAT

[FG24] Nick Fox-Gieg. Lightning artist toolkit: a hand-drawn volumetric animation pipeline. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4): 58:1–58:??, July 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3664221.

Franke:2018:MLD

[FHSS18] Linus Franke, Nikolai Hofmann, Marc Stamminger, and Kai Selgrad. Multi-layer depth of field rendering with tiled splatting. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):6:1–6:17, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203200.

Fan:2024:ADR

[FHT+24] Shu-Ho Fan, Kai-Wen Hsiao, Kai Yi Tan, Chih-Yuan Yao, and Hung-Kuo Chu. Aliasing detection in rendered images via a multi-task learning. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3): 41:1–41:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3675379.

Faria:2022:IPV

[FJdNJ22] Matheus Prado Prandini Faria, Etienne Silva Julia, Marcelo Zanchetta do Nascimento, and Rita Maria Silva Julia. Investigating the performance of various deep neural networks-based approaches designed to identify game events in gameplay footage. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1):8:1–8:17, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3522624.

Fan:2022:JAT

[FLS+22] Yingruo Fan, Zhaojiang Lin, Jun Saito, Wenping Wang, and Taku Komura. Joint audio-text model for expressive speech-driven 3D facial animation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1): 16:1–16:15, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3522615`.

Fink:2023:ERL

[FSFS23] Laura Fink, Svenja Strobel, Linus Franke, and Marc Stamminger. Efficient rendering for light field displays using tailored projective mappings. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1): 3:1–3:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3585498`.

Fujioka:2021:DIA

[Fuj21] Sadam Fujioka. `drop`: an interactive art installation with waterdrop projection-mapping. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(2):27:1–27:8, July 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3465613`.

Fu:2022:EEC

[FXX+22] Zhiying Fu, Rui Xu, Shiqing Xin, Shuangmin Chen, Changhe Tu, Chenglei Yang, and Lin Lu. EasyVRModeling: Easily create 3D models by an immersive VR system. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1): 10:1–10:14, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3522613`.

Gruen:2020:STO

[GBW20] Holger Gruen, Carsten Benthin, and Sven Woop. Sub-triangle opacity masks for faster ray tracing of transparent objects. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(2): 18:1–18:12, August 2020. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3406180`.

Guo:2024:CMD

[GCKM24] Siqi Guo, Minsoo Choi, Dominic Kao, and Christos Mousas. Collaborating with my Doppelgänger: The effects of self-similar appearance and voice of a virtual character during a jigsaw puzzle co-solving task. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1): 4:1–4:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3651288`.

Gochfeld:2022:TTP

[GCY+22] David Gochfeld, Alex Coulombe,

Yu-Jun Yeh, Robert Lester, Robert Barry Fleming, Zachary Meicher-Buzzi, and Ari Tarr. A tale of two productions: a Christmas Carol on stage and in VR. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(4):41:1–41:??, September 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3533612`.

Granizo-Hidalgo:2024:IRC

[GHH24] Ana Granizo-Hidalgo and Nicolas Holzschuch. Interactive rendering of caustics using dimension reduction for manifold next-event estimation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1): 12:1–12:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3651297`.

Goel:2024:RTD

[GSNK24] Rahul Goel, Markus Schütz, P. J. Narayanan, and Bernhard Kerbl. Real-time decompression and rasterization of massive point clouds. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3): 48:1–48:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3675373`.

Gavane:2023:EBP

[GW23] Ajinkya Gavane and Benjamin Watson. Eye-based point rendering for dynamic multiview effects. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1):5:1–5:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3585513`.

Gavane:2024:LFD

[GW24] Ajinkya Gavane and Benjamin Watson. Light field display point rendering. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1):19:1–19:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3651300`.

Hu:2023:SCV

[HCK23] Youyang Hu, Chiaochi Chou, and Yasuaki Kakehi. Synplant: Cymatics visualization of plant-environment interaction based on plants biosignals. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(2): 26:1–26:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3597622`.

Han:2018:DB

[HCNS18] Songfang Han, Ge Chen, Diego Nehab, and Pedro V. Sander. In-depth buffers. *Proceedings of* the ACM on Computer Graphics and Interactive Techniques (PACMCGIT), 1(1):2:1–2:14, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203194.

Henchoz:2021:MSD

[HCR+21] Nicolas Henchoz, Margaux Charvolin, Delphine Ribes, Lara Défayes, Cédric DuchÊne, Emily Groves, and Andreas Sonderegger. Ming Shan digital experience: Immersive technology for traditional Taoist meditation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(2):24:1–24:10, July 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3465620.

Hessels:2022:BVS

[Hes22] Scott Hessels. Below victory: Subsurface radar advances for creative digital heritage. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5 (4):47:1–47:??, September 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3533389.

Hildreth:2019:CMA

[HG19] Dalton Hildreth and Stephen J. Guy. Coordinating multi-agent navigation by learning communication. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(2):20:1–20:17, July 2019. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3340261.

Han:2019:HMP

[HGG+19] Xuchen Han, Theodore F. Gast, Qi Guo, Stephanie Wang, Chenfanfu Jiang, and Joseph Teran. A hybrid material point method for frictional contact with diverse materials. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(2):17:1–17:24, July 2019. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3340258.

Hossaini:2022:GTA

[HGR+22] Ali Hossaini, Oliver Gingrich, Shama Rahman, Mick Grierson, Joshua Murr, Alan Chamberlain, and Alain Renaud. GROUPTHINK: Telepresence and agency during live performance. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(4):39:1–39:??, September 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3533610.

Hofmann:2021:IPT

[HHCM21] Nikolai Hofmann, Jon Hasselgren, Petrik Clarberg, and Jacob Munkberg. Interactive path tracing and reconstruction of sparse volumes. *Pro-*

ceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1): 5:1–5:19, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3451256.

Hofmann:2023:JND

[HHM23] Nikolai Hofmann, Jon Hasselgren, and Jacob Munkberg. Joint neural denoising of surfaces and volumes. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1): 10:1–10:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3585497.

Huang:2024:ELV

[HHYG24] Jiayang Huang, Yue Huang, David Yip, and Varvara Guljajeva. Ephemera: Language as a virus — AI-driven interactive and immersive art installation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4):62:1–62:??, July 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3664219.

Hui:2024:CVC

[HK24] Tak-Cheung Hui and Yu-Chia Kuo. A concert in a vanished church: Contextualizing Peace Island's auditory history with modern technology. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4): 65:1–65:??, July 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3664218.

Habermann:2023:HHA

[HLX+23] Marc Habermann, Lingjie Liu, Weipeng Xu, Gerard Pons-Moll, Michael Zollhoefer, and Christian Theobalt. HDHumans: a hybrid approach for high-fidelity digital humans. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3): 36:1–36:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3606927.

Hofmann:2020:NDP

[HMES20] Nikolai Hofmann, Jana Martschinke, Klaus Engel, and Marc Stamminger. Neural denoising for path tracing of medical volumetric data. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(2):13:1–13:18, August 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3406181.

Hunt:2018:HVV

[HMN18] Warren Hunt, Michael Mara, and Alex Nankervis. Hierarchical visibility for virtual reality. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):8:1–8:18, July 2018. CO-

DEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203191.

Heitz:2018:HPE

[HN18] Eric Heitz and Fabrice Neyret. High-performance by-example noise using a histogram-preserving blending operator. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(2): 31:1–31:25, August 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3233304.

Han:2023:PWG

[HOKY23] Kyu Beom Han, Olivia G. Odenthal, Woo Jae Kim, and Sung-Eui Yoon. Pixel-wise guidance for utilizing auxiliary features in Monte Carlo denoising. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1): 11:1–11:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3585505.

Holzer:2022:SPI

[Hol22] Derek Holzer. In search of the plastic image: a media archaeology of scan processing. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5 (4):45:1–45:??, September 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3539218.

Huang:2019:GNP

[HRZ+19] Kemeng Huang, Jiming Ruan, Zipeng Zhao, Chen Li, Changbo Wang, and Hong Qin. A general novel parallel framework for SPH-centric algorithms. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(1): 7:1–7:16, June 2019. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3321360.

Huang:2023:TRH

[HYW+23] Li Huang, Fan Yang, Chendi Wei, Yu Ju (Edwin) Chen, Chun Yuan, and Ming Gao. Towards realtime: a hybrid physics-based method for hair animation on GPU. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3): 43:1–43:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3606937.

Jin:2019:DLB

[JDZD19] Aobo Jin, Qixin Deng, Yuting Zhang, and Zhigang Deng. A deep learning-based model for head and eye motion generation in three-party conversations. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(2):9:1–9:19, July 2019. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3340250.

Jonnalagadda:2021:RVB

[JFS+21] Aditya Jonnalagadda, Iuri Frosio, Seth Schneider, Morgan McGuire, and Joohwan Kim. Robust vision-based cheat detection in competitive gaming. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1): 7:1–7:18, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3451259`.

Jambon:2023:NIE

[JKK+23] Clément Jambon, Bernhard Kerbl, Georgios Kopanas, Stavros Diolatzis, Thomas Leimkühler, and George Drettakis. NeRFshop: Interactive editing of neural radiance fields. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1): 1:1–1:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3585499`.

Jiang:2021:SIS

[JWB+21] Hao Jiang, Siqi Wang, Huikun Bi, Xiaolei Lv, Binqiang Zhao, Zheng Wang, and Zhaoqi Wang. Synthesizing indoor scene layouts in complicated architecture using dynamic convolution networks. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1):13:1–13:16, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3451267`.

Jia:2023:PCA

[JWLC23] Shiyang Jia, Stephanie Wang, Tzu-Mao Li, and Albert Chern. Physical cyclic animations. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3): 45:1–45:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3606938`.

Komaritzan:2018:PS

[KB18] Martin Komaritzan and Mario Botsch. Projective skinning. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):12:1–12:19, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3203203`.

Kacerik:2024:SOK

[KB24] Martin Kácerik and Jirí Bittner. SAH-optimized k-DOP hierarchies for ray tracing. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3): 32:1–32:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3675391`.

Kugelstadt:2021:FCE

[KBFF+21] Tassilo Kugelstadt, Jan Bender, José Antonio Fernández-Fernández, Stefan Rhys Jeske, Fabian Löschner, and Andreas

Longva. Fast corotated elastic SPH solids with implicit zero-energy mode control. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4 (3):33:1–33:21, September 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3480142`.

Krogmeier:2023:UEF

[KBM23] Claudia Krogmeier, Esteban García Bravo, and Christos Mousas. Using experimental filmmaking to create an engaging brain-computer interface. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(2): 29:1–29:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3597624`.

Kandlbinder:2024:OPT

[KDSD24] Lukas Kandlbinder, Addis Dittebrandt, Alexander Schipek, and Carsten Dachsbacher. Optimizing path termination for radiance caching through explicit variance trading. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3): 33:1–33:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3675381`.

KT:2022:BLT

[KHDN22] Aakash KT, Eric Heitz, Jonathan Dupuy, and P. J. Narayanan. Bringing linearly transformed cosines to anisotropic GGX. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1):12:1–12:18, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3522612`.

Kirillov:2018:NPT

[Kir18] Aleksandr Kirillov. Non-periodic tiling of procedural noise functions. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(2):32:1–32:15, August 2018. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3233306`.

Kaur:2022:RMB

[KJM22] Harsimran Kaur, Swati Jindal, and Roberto Manduchi. Rethinking model-based gaze estimation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(2):17:1–17:??, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3530797`.

Kadlecek:2019:BAP

[KK19] Petr Kadlecek and Ladislav Kavan. Building accurate physics-based face models from data. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(2):15:1–15:16, July 2019. CO-

DEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3340256.

Kerbl:2018:RVC

[KKI+18] Bernhard Kerbl, Michael Kenzel, Elena Ivanchenko, Dieter Schmalstieg, and Markus Steinberger. Revisiting the vertex cache: Understanding and optimizing vertex processing on the modern GPU. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(2): 29:1–29:16, August 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3233302.

Kim:2020:PRW

[KKS+20] Joohwan Kim, Pyarelal Knowles, Josef Spjut, Ben Boudaoud, and Morgan Mcguire. Post-render warp with late input sampling improves aiming under high latency conditions. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(2): 12:1–12:18, August 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3406187.

Koniaris:2018:GAD

[KKSM18] Babis Koniaris, Maggie Kosek, David Sinclair, and Kenny Mitchell. GPU-accelerated depth codec for real-time, high-quality light field reconstruction. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):3:1–3:15, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203193.

Kenzel:2018:FVR

[KKT+18] Michael Kenzel, Bernhard Kerbl, Wolfgang Tatzgern, Elena Ivanchenko, Dieter Schmalstieg, and Markus Steinberger. On-the-fly vertex reuse for massively-parallel software geometry processing. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(2): 28:1–28:17, August 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3233303.

Kim:2021:FMO

[KLXvdP21] Nam Hee Kim, Hung Yu Ling, Zhaoming Xie, and Michiel van de Panne. Flexible motion optimization with modulated assistive forces. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(3):35:1–35:25, September 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3480144.

Kuth:2024:RTP

[KOF+24] Bastian Kuth, Max Oberberger, Carsten Faber, Dominik Baumeister, Matthäus Chajdas, and Quirin Meyer. Real-time procedural generation with GPU work graphs. *Proceedings of the ACM on Com-*

puter Graphics and Interactive Techniques (PACMCGIT), 7(3): 47:1–47:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3675376`.

Kelling:2024:LPG

[KSK24] Jan Kelling, Daniel Ströter, and Arjan Kuijper. Light path guided culling for hybrid real-time path tracing. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3): 37:1–37:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3675387`.

Kurbak:2024:HZG

[Kur24] Ebru Kurbak. Handcrafting in zero gravity: Reinventing the spindle as an artistic intervention in space research. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4): 64:1–64:??, July 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3664216`.

Koch:2021:GVS

[KW21] Thomas Koch and Michael Wimmer. Guided visibility sampling++. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1):4:1–4:16, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3451266`.

Koch:2022:SMG

[KWK22] Maurice Koch, Daniel Weiskopf, and Kuno Kurzhals. A spiral into the mind: Gaze spiral visualization for mobile eye tracking. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(2):20:1–20:??, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3530795`.

Lachenmyer:2022:AMP

[LA22] Nathan S. Lachenmyer and Sadiya Akasha. An aquarium of machines: a physically realized artificial life simulation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5 (4):34:1–34:??, September 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3533388`.

Li:2018:ERB

[LAJB18] Xiaokai Li, Sheldon Andrews, Ben Jones, and Adam Bargteil. Energized rigid body fracture. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):9:1–9:9, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3203207`.

Li:2019:MRM

[LB19] Yijing Li and Jernej Barbic. Multi-resolution modeling of shapes in contact. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(2):12:1–12:26, July 2019. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3340253.

Lambert:2018:VDM

[LBG18] Thibaud Lambert, Pierre Bénard, and Gaël Guennebaud. A view-dependent metric for patch-based LOD generation 8 selection. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):20:1–20:21, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203195.

Lall:2018:VRO

[LBR+18] Puneet Lall, Silviu Borac, Dave Richardson, Matt Pharr, and Manfred Ernst. View-region optimized image-based scene simplification. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(2):26:1–26:22, August 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3233311.

Lee:2018:RTA

[LD18] Haebom Lee and Piotr Didyk. Real-time apparent resolution enhancement for head-mounted displays. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):19:1–19:15, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203202.

Loschner:2023:MEP

[LFFJ+23] Fabian Löschner, José Antonio Fernández-Fernández, Stefan Rhys Jeske, Andreas Longva, and Jan Bender. Micropolar elasticity in physically-based animation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3):46:1–46:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3606922.

Leischner:2023:SJP

[LH23] Vojtech Leischner and Pavel Husa. Sonification of a juggling performance using spatial audio. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(2):20:1–20:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3597619.

Lin:2024:CSA

[LHK+24] Rem RunGu Lin, Botao Amber Hu, Koo Yongen Ke, Wei Wu, and Kang Zhang. Cell space: Augmented awareness of intercorporeality. *Proceed-*

ings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4): 53:1–53:??, July 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3664213`.

Liu:2024:SPI

[LHL24] Zitan Liu, Yikai Huang, and Ligang Liu. ShaderPerFormer: Platform-independent context-aware shader performance predictor. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1):2:1–2:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3651295`.

Liu:2023:IBR

[LHR+23] Zihao Liu, Jing Huang, Allan Rocha, Jim Malmros, and Jerry Zhang. Importance-based ray strategies for dynamic diffuse global illumination. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1): 9:1–9:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3585500`.

Lee:2024:PDM

[LJC24] Fei Lee, Jia-Wun Jhang, and Chun-Fa Chang. Photon-driven manifold sampling. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3): 34:1–34:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3675375`.

Li:2023:UTP

[LL23] Chih-Chia Li and I-Chen Lin. Unpaired translation of 3D point clouds with multi-part shape representation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1):6:1–6:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3585508`.

Lewis:2022:ERW

[LMP22] Chara Lewis, Kristin Mojsiewicz, and Anneke Pettican. Erratics on the road to Wigan Pier: The creation of TouchAR. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(4):40:1–40:??, September 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3533611`.

Lier:2018:HRC

[LMSS18] Alexander Lier, Magdalena Martinek, Marc Stamminger, and Kai Selgrad. A high-resolution compression scheme for ray tracing subdivision surfaces with displacement. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(2): 33:1–33:17, August 2018. CO-

DEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3233308.

Luksch:2020:RTA

[LPW20] Christian Luksch, Lukas Prost, and Michael Wimmer. Real-time approximation of photometric polygonal lights. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(1): 4:1–4:18, April 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3384537.

Lastic:2022:ISP

[LRC+22] Maud Lastic, Damien Rohmer, Guillaume Cordonnier, Claude Jaupart, Fabrice Neyret, and Marie-Paule Cani. Interactive simulation of plume and pyroclastic volcanic ejections. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1): 4:1–4:15, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3522609.

Lutz:2024:FOA

[LSG24] Nicolas Lutz, Arnaud Schoentgen, and Guillaume Gilet. Fast orientable aperiodic ocean synthesis using tiling and blending. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3):49:1–49:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3675388.

Li:2024:EDL

[LSL+24] Tianxing Li, Rui Shi, Zihui Li, Takashi Kanai, and Qing Zhu. Efficient deformation learning of varied garments with a structure-preserving multilevel framework. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1):8:1–8:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3651286.

Levien:2024:GFS

[LU24] Raph Levien and Arman Uguray. GPU-friendly stroke expansion. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3):35:1–35:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3675390.

Lin:2020:HAD

[LVY+20] Daqi Lin, Elena Vasiou, Cem Yuksel, Daniel Kopta, and Erik Brunvand. Hardware-accelerated dual-split trees. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(2): 20:1–20:21, August 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3406185.

Li:2022:VBN

[LWLY22] Tianyu Li, Wenyou Wang, Daqi Lin, and Cem Yuksel. Virtual blue noise lighting. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(3): 23:1–23:??, July 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3543872`.

Li:2019:DPR

[LWM19] Yue Li, Pablo Wiedemann, and Kenny Mitchell. Deep precomputed radiance transfer for deformable objects. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(1):3:1–3:16, June 2019. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3320284`.

Lin:2019:RTR

[LY19] Daqi Lin and Cem Yuksel. Real-time rendering with lighting grid hierarchy. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(1):8:1–8:17, June 2019. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3321361`.

Lin:2020:RTS

[LY20] Daqi Lin and Cem Yuksel. Real-time stochastic lightcuts. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(1): 5:1–5:18, April 2020. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3384543`.

Lyu:2021:ISM

[LZY21] Ruimin Lyu, Tianqin Zhang, and Zhaolin Yuan. Imaginary stroke movement measurement and visualization. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(2): 20:1–20:12, July 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3465625`.

Mercier-Aubin:2023:ARD

[MAK23] Alexandre Mercier-Aubin and Paul G. Kry. Adaptive rigidification of discrete shells. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3): 39:1–39:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3606932`.

Maquiling:2024:ZSS

[MBN+24] Virmarie Maquiling, Sean Anthony Byrne, Diederick C. Niehorster, Marcus Nyström, and Enkelejda Kasneci. Zero-shot segmentation of eye features using the segment anything model (SAM). *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(2):26:1–26:??, May 2024. CODEN ???? ISSN

2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3654704.

Mandal:2022:IPB

[MCC22] Avirup Mandal, Parag Chaudhuri, and Subhasis Chaudhuri. Interactive physics-based virtual sculpting with haptic feedback. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1):9:1–9:20, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3522611.

Montero:2021:SCI

[MD21] Valentina Montero and Sandra De Berduccy. Spinning the conductors of an indigenous tradition: Toward a continuity of traditional Andean weaving with new electronic technologies. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(2):26:1–26:12, July 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3465622.

Meiklejohn:2022:WBO

[MDD+22] Elizabeth Meiklejohn, Felicita Devlin, John Dunnigan, Patricia Johnson, Joy Xiaoji Zhang, Steve Marschner, Brooks Hagan, and Joy Ko. Woven behavior and ornamentation: Simulation-assisted design and application of self-shaping woven textiles. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(4):37:1–37:??, September 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3533682.

Meng:2018:KFR

[MDZV18] Xiaoxu Meng, Ruofei Du, Matthias Zwicker, and Amitabh Varshney. Kernel foveated rendering. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):5:1–5:20, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203199.

Macklin:2020:LOR

[MEM+20] Miles Macklin, Kenny Erleben, Matthias Müller, Nuttapong Chentanez, Stefan Jeschke, and Zach Corse. Local optimization for robust signed distance field collision. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(1):8:1–8:17, April 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3384538.

Meshi:2024:GMH

[Mes24] Avital Meshi. GPT-ME: a human–AI cognitive assemblage. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4):55:1–55:??, July 2024. CODEN ???? ISSN 2577-6193 (elec-

tronic). URL https://dl.acm.org/doi/10.1145/3664214.

Melnyk:2024:PSO

[MFKK24] Kateryna Melnyk, Lee Friedman, Dmytro Katrychuk, and Oleg Komogortsev. Per-subject oculomotor plant mathematical models and the reliability of their parameters. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(2): 24:1–24:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3654701.

Munstermann:2018:MBO

[MKKP18] Cedrick Münstermann, Stefan Krumpen, Reinhard Klein, and Christoph Peters. Moment-based order-independent transparency. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):7:1–7:20, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203206.

Meister:2024:HRT

[MKVH24] Daniel Meister, Paritosh Kulkarni, Aaryaman Vasishta, and Takahiro Harada. HIPRT: a ray tracing framework in HIP. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3): 44:1–44:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3675378.

Medin:2024:FMR

[MLD+24] Safa C. Medin, Gengyan Li, Ruofei Du, Stephan Garbin, Philip Davidson, Gregory W. Wornell, Thabo Beeler, and Abhimitra Meka. FaceFolds: Meshed radiance manifolds for efficient volumetric rendering of dynamic faces. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1):23:1–23:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3651304.

Musoni:2021:FST

[MMMC21] Pietro Musoni, Riccardo Marin, Simone Melzi, and Umberto Castellani. A functional skeleton transfer. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(3):34:1–34:15, September 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3480140.

Mason:2022:RTS

[MSK22] Ian Mason, Sebastian Starke, and Taku Komura. Real-time style modelling of human locomotion via feature-wise transformations and local motion phases. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1):

6:1–6:18, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3522618.

Macek:2022:RTR

[MUEM22] Nejc Macek, Baran Usta, Elmar Eisemann, and Ricardo Marroquim. Real-time relighting of human faces with a low-cost setup. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1):14:1–14:19, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3522626.

Mukai:2018:SBR

[Muk18] Tomohiko Mukai. Sampling-based rig conversion into non-rigid helper bones. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):13:1–13:17, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203190.

Mukherjee:2018:ITW

[MWW18] Rajaditya Mukherjee, Longhua Wu, and Huamin Wang. Interactive two-way shape design of elastic bodies. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):11:1–11:17, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203196.

Maher:2022:FCW

[MXZ22] Kevin Maher, Fan Xiang, and Liang Zhi. FaceType: Crafting written impressions of spoken expression. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(4):38:1–38:??, September 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3533385.

Mallett:2020:EAD

[MYS20] Ian Mallett, Cem Yuksel, and Larry Seiler. Efficient adaptive deferred shading with hardware scatter tiles. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(2):11:1–11:17, August 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3406184.

Nguyen:2024:DDA

[NBD+24] Viet Dung Nguyen, Reynold Bailey, Gabriel J. Diaz, Chengyi Ma, Alexander Fix, and Alexander Ororbia. Deep domain adaptation: a Sim2Real neural approach for improving eye-tracking systems. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(2):25:1–25:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3654703.

Nikolic:2023:ARA

[NBM23] Predrag K. Nikoli'c, Giacomo Bertin, and Kishan Munroe. Aquaterrestrial recolonization: AI environmentalist toward design for climate action related behaviour change. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(2): 24:1–24:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3597630`.

Niehaus:2021:MBA

[NF21] Kiona Hagen Niehaus and Rebecca Fiebrink. Making up 3D bodies: Artistic and serendipitous modeling of digital human figures. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(2):23:1–23:9, July 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3468779`.

Nishidate:2024:EPB

[NF24] Yuki Nishidate and Issei Fujishiro. Efficient particle-based fluid surface reconstruction using mesh shaders and bidirectional two-level grids. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1): 1:1–1:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3651285`.

Narain:2019:SOA

[NZT19] Rahul Narain, Jonas Zehnder, and Bernhard Thomaszewski. A second-order advection-reflection solver. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(2):16:1–16:14, July 2019. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3340257`.

Odefunso:2022:TAD

[OBC22] Adebunmi E. Odefunso, Esteban Garcia Bravo, and Yingjie V. Chen. Traditional African dances preservation using deep learning techniques. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5 (4):35:1–35:??, September 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3533608`.

Oberberger:2022:SVG

[OCW22] Max Oberberger, Matthäus G. Chajdas, and Rüdiger Westermann. Spatiotemporal variance-guided filtering for motion blur. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(3):22:1–22:??, July 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3543871`.

Ogaki:2020:GLP

[Oga20] Shinji Ogaki. Generalized light

portals. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(2):10:1–10:19, August 2020. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3406176`.

Oh:2023:KDR

[Oh23] Jooyoung Oh. The kestrel drone: Reimagining bird's eye view with biomimetic AI-drone for bird strike prevention. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(2): 27:1–27:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3597629`.

Oliver:2022:DMD

[OSM+22] Marilène Oliver, Scott Smallwood, Stephan Moore, J. R. Carpenter, and Jonathan Cohn. Dissecting my data body: How to know thyself as a virtual reality in the digital age. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(4):42:1–42:??, September 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3533387`.

Peters:2019:SPS

[PD19] Christoph Peters and Carsten Dachsbacher. Sampling projected spherical caps in real time. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(1):1:1–1:16, June 2019. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3320282`.

Pan:2021:HHN

[PHM+21] Xiaoyu Pan, Jiancong Huang, Jiaming Mai, He Wang, Honglin Li, Tongkui Su, Wenjun Wang, and Xiaogang Jin. `HeterSkinNet`: a heterogeneous network for skin weights prediction. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1): 10:1–10:19, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3451262`.

Park:2021:DMS

[PJL21] Soomin Park, Deok-Kyeong Jang, and Sung-Hee Lee. Diverse motion stylization for multiple style domains via spatial-temporal graph-based generative model. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(3):36:1–36:17, September 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3480145`.

Papantonakis:2024:RMF

[PKK+24] Panagiotis Papantonakis, Georgios Kopanas, Bernhard Kerbl, Alexandre Lanvin, and George Drettakis. Reducing the memory footprint of 3D Gaussian splatting. *Proceedings of the ACM on*

Computer Graphics and Interactive Techniques (PACMCGIT), 7(1):16:1–16:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3651282.

Peters:2022:PCV

[PKM22] Christoph Peters, Bastian Kuth, and Quirin Meyer. Permutation coding for vertex-blend attribute compression. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1): 5:1–5:16, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3522607.

Prakash:2021:HIB

[PLRD21] Siddhant Prakash, Thomas Leimkühler, Simon Rodriguez, and George Drettakis. Hybrid image-based rendering for free-view synthesis. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1):15:1–15:20, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3451260.

Polykretis:2023:IFV

[PPAM23] Ioannis Polykretis, Aditi Patil, Mridul Aanjaneya, and Konstantinos Michmizos. An interactive framework for visually realistic 3D motion synthesis using evolutionarily-trained spiking neural networks. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1): 12:1–12:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3585509.

Papatheodorou:2023:LDF

[PW23] Theodoros Papatheodorou and Jessica Wolpert. Lights! Dance! Freeze!: Exploring the dance-musical filmic space using embodied search in an interactive installation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(2): 21:1–21:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3597620.

Pharr:2024:FAS

[PWSF24] Matt Pharr, Bartlomiej Wronski, Marco Salvi, and Marcos Fajardo. Filtering after shading with stochastic texture filtering. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1):14:1–14:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3651293.

Quigley:2021:TDR

[QLZF21] Ed Quigley, Winnie Lin, Yilin Zhu, and Ronald Fedkiw. Three dimensional reconstruction of botanical trees with simulatable geometry. *Proceedings of the ACM on Computer Graphics and Interactive Techniques*

(PACMCGIT), 4(3):37:1–37:16, September 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3480146`.

Razon:2023:LAM

[RCH+23] Alan Marquez Razon, Yizhou Chen, Yushan Han, Steven Gagniere, Michael Tupek, and Joseph Teran. A linear and angular momentum conserving hybrid particle/grid iteration for volumetric elastic contact. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3): 44:1–44:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3606924`.

Rosset:2024:WSA

[RDBC24] Nicolas Rosset, Regis Duvigneau, Adrien Bousseau, and Guillaume Cordonnier. Windblown sand around obstacles — simulation and validation of deposition patterns. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1): 20:1–20:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3651284`.

Reshetov:2022:RRI

[Res22] Alexander Reshetov. Ray/ribbon intersections. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(3): 28:1–28:??, July 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3543862`.

Raateland:2022:DAG

[RHH+22] Wouter Raateland, Torsten Hädrich, Jorge Alejandro Amador Herrera, Daniel T. Banuti, Wojciech Pałubicki, Sören Pirk, Klaus Hildebrandt, and Dominik L. Michels. DCGrid: an adaptive grid structure for memory-constrained fluid simulation on the GPU. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1): 3:1–3:14, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3522608`.

Reshetov:2018:PRH

[RL18] Alexander Reshetov and David Luebke. Phantom ray-hair intersector. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(2):34:1–34:22, August 2018. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3233307`.

Richermoz:2024:GDS

[RN24a] Antoine Richermoz and Fabrice Neyret. GigaVoxels DP: Starvation-less render and production for large and detailed volumetric worlds walkthrough. *Proceedings of the ACM on Computer Graphics and In-*

teractive Techniques (PACMCGIT), 7(3):42:1–42:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3675389.

Robillard:2024:CCM

[RN24b] Gaëtan Robillard and Jérôme Nika. Critical climate machine: a visual and musical exploration of climate misinformation through machine learning. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4):56:1–56:??, July 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3664215.

Rodriguez:2020:IBR

[RPHD20] Simon Rodriguez, Siddhant Prakash, Peter Hedman, and George Drettakis. Image-based rendering of cars using semantic labels and approximate reflection flow. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(1):6:1–6:17, April 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3384535.

Roy:2021:NUS

[RPP21] Bruno Roy, Pierre Poulin, and Eric Paquette. Neural UpFlow: a scene flow learning approach to increase the apparent resolution of particle-based liquids. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(3):40:1–40:26, September 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3480147.

Roughton:2024:ZQZ

[RSS+24] Thomas Roughton, Peter-Pike Sloan, Ari Silvennoinen, Michal Iwanicki, and Peter Shirley. ZH3: Quadratic zonal harmonics. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1):11:1–11:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3651294.

Rust:2021:BMG

[Rüs21] Annina Rüst. Bad mother /good mother: The poetics and politics of the sounds of invisible labor. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(2):17:1–17:9, July 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3465617.

Riahi:2021:PBN

[RW21] Maryam Riahi and Benjamin Allen Watson. Am I playing better now?: The effects of G-SYNC in 60Hz gameplay. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1):6:1–6:17, April 2021. CODEN ???? ISSN 2577-6193 (elec-

tronic). URL https://dl.acm.org/doi/10.1145/3451269.

Reda:2023:PBM

[RWY+23] Daniele Reda, Jungdam Won, Yuting Ye, Michiel van de Panne, and Alexander Winkler. Physics-based motion retargeting from sparse inputs. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3): 33:1–33:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3606928.

Shi:2022:SCS

[SBE22] Peiteng Shi, Markus Billeter, and Elmar Eisemann. Stereo-consistent screen-space ambient occlusion. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1):2:1–2:12, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3522614.

Smith:2019:ENN

[SCNW19] Harrison Jesse Smith, Chen Cao, Michael Neff, and Yingying Wang. Efficient neural networks for real-time motion style transfer. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(2):13:1–13:17, July 2019. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3340254.

Su:2018:ISB

[SDY+18] Wanchao Su, Dong Du, Xin Yang, Shizhe Zhou, and Hongbo Fu. Interactive sketch-based normal map generation with deep neural networks. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1): 22:1–22:17, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203186.

Seitz:2022:SUS

[SFPO22] Kerry A. Seitz, Theresa Foley, Serban D. Porumbescu, and John D. Owens. Supporting unified shader specialization by co-opting C++ features. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(3): 25:1–25:??, July 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3543866.

Sola:2022:DPE

[SG22] Mar Canet Sola and Varvara Guljajeva. Dream painter: Exploring creative possibilities of AI-aided speech-to-image synthesis in the interactive art context. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(4):33:1–33:??, September 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3533386.

Sriwasansak:2018:EEC

[SGH18] Jamorn Sriwasansak, Adrien Gruson, and Toshiya Hachisuka. Efficient energy-compensated VPLs using photon splatting. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):16:1–16:13, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3203189`.

Schmelter:2021:IBR

[SHS+21] Thereza Schmelter, Levente Hernadi, Marc Aurel Störmer, Frank Steinicke, and Kristian Hildebrand. Interaction based redirected walking. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1):9:1–9:16, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3451264`.

Schutz:2024:SSL

[SHW24] Markus Schütz, Lukas Herzberger, and Michael Wimmer. SimLOD: Simultaneous LOD generation and rendering for point clouds. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1):17:1–17:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3651287`.

Simon:2021:JVE

[Sim21] Gilles Simon. Jan van Eyck's perspectival system elucidated through computer vision. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(2):22:1–22:8, July 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3465623`.

Shi:2023:UAP

[SK23] Alvin Shi and Theodore Kim. A unified analysis of penalty-based collision energies. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3):41:1–41:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3606934`.

Steiner:2024:FVC

[SKRS24] Michael Steiner, Thomas Köhler, Lukas Radl, and Markus Steinberger. Frustum volume caching for accelerated NeRF rendering. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3):39:1–39:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3675370`.

Schutz:2022:SRB

[SKW22] Markus Schütz, Bernhard Kerbl, and Michael Wimmer. Software rasterization of 2 billion points in real time. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(3):

24:1–24:??, July 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3543863.

Silva:2022:FLI

[SLMM22] Pedro Silva, Daniel Lopes, Pedro Martins, and Penousal Machado. Field of leaves: an interactive installation sprouting leaves out of public money. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(4):43:1–43:??, September 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3533683.

Sheen:2021:VPS

[SLP21] Seung Heon Sheen, Egor Larionov, and Dinesh K. Pai. Volume preserving simulation of soft tissue with skin. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(3):32:1–32:23, September 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3480143.

Sethapakdi:2022:KIC

[SLR+22] Ticha Sethapakdi, Mackenzie Leake, Catalina Monsalve Rodriguez, Miranda J. Cai, and Stefanie Mueller. KineCAM: an instant camera for animated photographs. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(4):46:1–46:??, September 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3533613.

Shi:2021:VRS

[SLW+21] Rongkai Shi, Hai-Ning Liang, Yu Wu, Difeng Yu, and Wenge Xu. Virtual reality sickness mitigation methods: a comparative study in a racing game. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1):8:1–8:16, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3451255.

Su:2023:GCM

[SLX+23] Haozhe Su, Xuan Li, Tao Xue, Chenfanfu Jiang, and Mridul Aanjaneya. A generalized constitutive model for versatile MPM simulation and inverse learning with differentiable physics. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3):49:1–49:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3606925.

Seiler:2020:CCG

[SLY20] Larry Seiler, Daqi Lin, and Cem Yuksel. Compacted CPU/GPU data compression via modified virtual address translation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(2):19:1–19:18, August 2020. CO-

DEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3406177.

Sin:2023:NPA

[SNL23] Zackary P. T. Sin, Peter H. F. Ng, and Hong Va Leong. NeRFahedron: a primitive for animatable neural rendering with interactive speed. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1): 2:1–2:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3585512.

Schied:2018:GER

[SPD18] Christoph Schied, Christoph Peters, and Carsten Dachsbacher. Gradient estimation for real-time adaptive temporal filtering. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(2):24:1–24:16, August 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3233301.

Schreiner:2021:GPP

[SPL+21] Paul Schreiner, Maksym Perepichka, Hayden Lewis, Sune Darkner, Paul G. Kry, Kenny Erleben, and Victor B. Zordan. Global position prediction for interactive motion capture. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4 (3):39:1–39:16, September 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3479985.

Sobhan:2024:UNA

[SPT24] Arshia Sobhan, Philippe Pasquier, and Adam Tindale. Unveiling new artistic dimensions in calligraphic Arabic script with generative adversarial networks. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4): 61:1–61:??, July 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3664210.

Swearingen:2021:WMR

[SSH+21] Kyoung Swearingen, Scott Swearingen, Fede Camara Halac, Sruthi Ammannagari, and Matt Hall. `The Woods`: a mixed-reality two-player cooperative game. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(2):30:1–30:7, July 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3465616.

Starke:2023:MBP

[SSKS23] Paul Starke, Sebastian Starke, Taku Komura, and Frank Steinicke. Motion in-betweening with phase manifolds. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3): 37:1–37:??, August 2023. CODEN ???? ISSN 2577-6193 (elec-

tronic). URL https://dl.acm.org/doi/10.1145/3606921.

Schuster:2020:HPI

[STK20] Kersten Schuster, Philip Trettner, and Leif Kobbelt. High-performance image filters via sparse approximations. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(2): 14:1–14:19, August 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3406182.

Schuster:2020:TLA

[STSK20] Kersten Schuster, Philip Trettner, Patric Schmitz, and Leif Kobbelt. A three-level approach to texture mapping and synthesis on 3D surfaces. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(1): 1:1–1:19, April 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3384542.

Stoeve:2022:ETB

[SWF+22] Maike Stoeve, Markus Wirth, Rosanna Farlock, André Antunovic, Victoria Müller, and Bjoern M. Eskofier. Eye tracking-based stress classification of athletes in virtual reality. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(2):19:1–19:??, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3530796.

Shi:2023:LCM

[SWP+23] Alvin Shi, Haomiao Wu, Jarred Parr, A. M. Darke, and Theodore Kim. Lifted curls: a model for tightly coiled hair simulation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3):42:1–42:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3606920.

Stuyck:2023:DDP

[SyC23] Tuur Stuyck and Hsiao yu Chen. DiffXPBD: Differentiable position-based simulation of compliant constraint dynamics. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3): 51:1–51:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3606923.

Takahashi:2023:MAS

[TB23] Tetsuya Takahashi and Christopher Batty. A multilevel active-set preconditioner for box-constrained pressure Poisson solvers. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3):50:1–50:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3606939.

Tokuyoshi:2024:BVS

[TE24] Yusuke Tokuyoshi and Kenta Eto. Bounded VNDF sampling for the Smith–GGX BRDF. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1): 10:1–10:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3651291.

Temkin:2024:OPL

[Tem24] Daniel Temkin. The Olympus programming language. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4): 60:1–60:??, July 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3664211.

Taylor:2023:RTS

[TK23] Brennen Taylor and John Keyser. Real-time sand dune simulation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1):15:1–15:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3585510.

Tumanov:2021:DDP

[TKC21] Evgenii Tumanov, Dmitry Korobchenko, and Nuttapong Chentanez. Data-driven particle-based liquid simulation with deep learning utilizing sub-pixel convolution. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1):12:1–12:16, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3451261.

Thomas:2022:TSR

[TLP+22] Manu Mathew Thomas, Gabor Liktor, Christoph Peters, Sungye Kim, Karthik Vaidyanathan, and Angus G. Forbes. Temporally stable real-time joint neural denoising and supersampling. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(3):21:1–21:??, July 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3543870.

Tang:2018:PPS

[TLTM18] Min Tang, Zhongyuan Liu, Ruofeng Tong, and Dinesh Manocha. PSCC: Parallel self-collision culling with spatial hashing on GPUs. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):18:1–18:18, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203188.

Tokuyoshi:2023:ESR

[Tok23] Yusuke Tokuyoshi. Efficient spatial resampling using the PDF similarity. *Proceedings of the ACM on Computer Graphics and Interactive Techniques*

(PACMCGIT), 6(1):4:1–4:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3585501.

Tricard:2024:ISU

[Tri24] Thibault Tricard. Interval shading: using mesh shaders to generate shading intervals for volume rendering. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3): 43:1–43:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3675380.

Tong:2024:ESE

[TTC24] Derek C. W. Tong, Xuet Ying Tan, and Alex Q. Chen. Eye strokes: an eye-gaze drawing system for Mandarin characters. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(2):29:1–29:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3654702.

Texler:2021:FIR

[TTK+21] Aneta Texler, Ondrej Texler, Michal Kucera, Menglei Chai, and Daniel Sýkora. `FaceBlit`: Instant real-time example-based style transfer to facial videos. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1):14:1–14:17, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3451270.

Twomey:2022:TSD

[Two22] Robert Twomey. Three stage drawing transfer: Collaborative drawing between a generative adversarial network, co-robotic arm, and five-year-old child. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(4):36:1–36:??, September 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3533614.

Twomey:2023:CCA

[Two23] Robert Twomey. Communing with creative AI. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(2): 28:1–28:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3597633.

Tatzgern:2024:RCS

[TWS+24] Wolfgang Tatzgern, Alexander Weinrauch, Pascal Stadlbauer, Joerg H. Mueller, Martin Winter, and Markus Steinberger. Radiance caching with on-surface caches for real-time global illumination. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3): 38:1–38:??, August 2024. CODEN ???? ISSN 2577-6193 (elec-

tronic). URL https://dl.acm.org/doi/10.1145/3675382.

Teshima:2023:AAB

[TWT+23] Hitoshi Teshima, Naoki Wake, Diego Thomas, Yuta Nakashima, Hiroshi Kawasaki, and Katsushi Ikeuchi. ACT2G: Attention-based contrastive learning for text-to-gesture generation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3): 35:1–35:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3606940.

Truong:2018:NRF

[TY18] Nghia Truong and Cem Yuksel. A narrow-range filter for screen-space fluid rendering. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1): 17:1–17:15, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203201.

Truong:2020:QAC

[TYS20] Nghia Truong, Cem Yuksel, and Larry Seiler. Quadratic approximation of cubic curves. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(2): 16:1–16:17, August 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3406178.

Talukdar:2024:LCM

[TZW24] Bilas Talukdar, Yunhao Zhang, and Tomer Weiss. Learning crowd motion dynamics with crowds. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1):9:1–9:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3651302.

vanderLaan:2020:LGC

[vdLSE20] Remi van der Laan, Leonardo Scandolo, and Elmar Eisemann. Lossy geometry compression for high resolution voxel scenes. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(1):2:1–2:13, April 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3384541.

Viitanen:2018:PFH

[VKJ+18] Timo Viitanen, Matias Koskela, Pekka Jääskeläinen, Aleksi Tervo, and Jarmo Takala. PLOCTree: a fast, high-quality hardware BVH builder. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(2): 35:1–35:19, August 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3233309.

Vermeer:2021:SDA

[VSE21] Jop Vermeer, Leonardo Scandolo, and Elmar Eisemann.

Stochastic-depth ambient occlusion. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1):3:1–3:15, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3451268.

Wang:2018:FMC

[Wan18] Cuilan Wang. A fast method to calculate the volumetric divergence metric for evaluating the accuracy of the extracted isosurface. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(2): 27:1–27:19, August 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3233312.

Waldemarson:2024:SOM

[WD24] Gustaf Waldemarson and Michael Doggett. Succinct opacity micromaps. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3):45:1–45:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3675385.

Wang:2019:SVD

[WDG+19] Stephanie Wang, Mengyuan Ding, Theodore F. Gast, Leyi Zhu, Steven Gagniere, Chenfanfu Jiang, and Joseph M. Teran. Simulation and visualization of ductile fracture with the material point method. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(2): 18:1–18:20, July 2019. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3340259.

Wang:2024:PFL

[WDM24] Binglun Wang, Niladri Shekhar Dutt, and Niloy J. Mitra. ProteusNeRF: Fast lightweight NeRF editing using 3D-aware image context. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1):22:1–22:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3651290.

Weiss:2023:FPB

[Wei23] Tomer Weiss. Fast position-based multi-agent group dynamics. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1):14:1–14:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3585507.

Wang:2021:VSS

[WFM21] Xu Wang, Makoto Fujisawa, and Masahiko Mikawa. Visual simulation of soil-structure destruction with seepage flows. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4 (3):41:1–41:18, September 2021. CODEN ???? ISSN 2577-

6193 (electronic). URL https://dl.acm.org/doi/10.1145/3480141.

Wan:2023:MVB

[WGD+23] Dayu Wan, Xiaolei Guo, Jiahui Dong, Christos Mousas, and Yingjie Chen. ManiLoco: a VR-based locomotion method for concurrent object manipulation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1):7:1–7:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3585502.

Wu:2021:MGA

[WH21] Ziwei Wu and Lingdong Huang. `Mimicry`: Genetic-algorithm-based real-time system of virtual insects in a living environment — a new and altered nature. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(2):28:1–28:8, July 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3465615.

Westhofen:2023:CLC

[WJB23] Lukas Westhofen, Stefan Jeske, and Jan Bender. A comparison of linear consistent correction methods for first-order SPH derivatives. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3):48:1–48:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3606933.

Wu:2021:RGI

[WJG+21] Jane Wu, Yongxu Jin, Zhenglin Geng, Hui Zhou, and Ronald Fedkiw. Recovering geometric information with learned texture perturbations. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(3):38:1–38:18, September 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3480137.

Wu:2023:EAB

[WK23] Haomiao Wu and Theodore Kim. An eigenanalysis of angle-based deformation energies. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3):40:1–40:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3606929.

Wald:2020:UHR

[WMZ+20] Ingo Wald, Nate Morrical, Stefan Zellmann, Lei Ma, Will Usher, Tiejun Huang, and Valerio Pascucci. Using hardware ray transforms to accelerate ray/primitive intersections for long, thin primitive types. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(2):17:1–17:16, August 2020. CODEN ???? ISSN 2577-6193 (elec-

tronic). URL https://dl.acm.org/doi/10.1145/3406179.

Wald:2022:DPP

[WP22] Ingo Wald and Steven G. Parker. Data parallel path tracing with object hierarchies. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(3): 30:1–30:??, July 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3543861.

Wang:2018:FGP

[WS18] Tong Wang and Reiji Suda. Fast generation of Poisson-disk samples on mesh surfaces by progressive sample projection. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(2): 30:1–30:18, August 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3233310.

Werner:2024:RSS

[WSD24] Mirco Werner, Vincent Schüßler, and Carsten Dachsbacher. ReSTIR subsurface scattering for real-time path tracing. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(3): 36:1–36:??, August 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3675372.

Watson:2019:EAS

[WSG19] Benjamin Watson, Rachit Shrivastava, and Ajinkya Gavane. The effects of adaptive synchronization on performance and experience in gameplay. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(1): 5:1–5:13, June 2019. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3320286.

Wang:2022:ERR

[WSX+22] Jialin Wang, Rongkai Shi, Zehui Xiao, Xueying Qin, and Hai-Ning Liang. Effect of render resolution on gameplay experience, performance, and simulator sickness in virtual reality games. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1):7:1–7:15, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3522610.

Wu:2023:TWC

[WU23] Yuhan Wu and Nobuyuki Umetani. Two-way coupling of skinning transformations and position based dynamics. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3): 47:1–47:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3606930.

Werhahn:2019:MPG

[WXCT19] Maximilian Werhahn, You Xie, Mengyu Chu, and Nils Thuerey. A multi-pass GAN for fluid flow super-resolution. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(2): 10:1–10:21, July 2019. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3340251.

Xie:2023:MQV

[XBN+23] Yurui Xie, Giulia Barbareschi, Ayesha Nabila, Kai Kunze, and Masa Inakage. Movement quality visualization for wheelchair dance. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(2):23:1–23:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3597628.

Xu:2022:RTR

[XJZ+22] Yang Xu, Yuanfa Jiang, Junbo Zhang, Kang Li, and Guohua Geng. Real-time ray-traced soft shadows of environmental lighting by conical ray culling. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(1): 1:1–1:15, May 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3522617.

Xu:2021:GLA

[XK21] Pei Xu and Ioannis Karamouzas. A GAN-like approach for physics-based imitation learning and interactive character control. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(3):44:1–44:22, September 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3480148.

Xie:2021:RTS

[XO21] Tiantian Xie and Marc Olano. Real-time subsurface control variates: Temporally stable adaptive sampling. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1):2:1–2:18, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3451265.

Xie:2020:RTS

[XOKN20] Tiantian Xie, Marc Olano, Brian Karis, and Krzysztof Narkowicz. Real-time subsurface scattering with single pass variance-guided adaptive importance sampling. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 3(1):3:1–3:21, April 2020. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3384536.

Xie:2023:HPC

[XTS+23] Zhaoming Xie, Jonathan Tseng, Sebastian Starke, Michiel van de Panne, and C. Karen Liu. Hierarchical planning and control for box loco-manipulation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3): 31:1–31:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3606931`.

Xie:2023:TST

[XXA+23] Kaixiang Xie, Pei Xu, Sheldon Andrews, Victor B. Zordan, and Paul G. Kry. Too stiff, too strong, too smart: Evaluating fundamental problems with motion control policies. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3): 34:1–34:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3606935`.

Yi:2021:RUB

[YBB+21] Changyoon Yi, Juhyun Bae, Nakkyu Baek, Jina Jung, Sunwoong Hur, Hyun Jean Lee, and Seung Ah Lee. `ReMember`: Using biosignals to recall memories of companion animals. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(2): 29:1–29:7, July 2021. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3465614`.

Yang:2019:RTF

[YCL+19] Bowen Yang, William Corse, Jiecong Lu, Joshuah Wolper, and Chen-Fanfu Jiang. Real-time fluid simulation on the surface of a sphere. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(1):4:1–4:17, June 2019. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3320285`.

Ying:2024:EVA

[YEK24] Zhi Ying, Nicholas Edwards, and Mikhail Kutuzov. Efficient visibility approximation for game AI using neural omnidirectional distance fields. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1): 21:1–21:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3651289`.

Yoshimura:2023:SCR

[YH23] Atsushi Yoshimura and Takahiro Harada. Subspace culling for ray–box intersection. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1): 8:1–8:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL `https://dl.acm.org/doi/10.1145/3585503`.

Yokoyama:2024:FBP

[YIFO24] Takumi Yokoyama, Kazuya Izumi, Tatsuki Fushimi, and

Yoichi Ochiai. Floating on the boundary: Perceptions of reality in a half-digital half-physical bunny. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4):57:1–57:??, July 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3664217.

Younes:2023:MMA

[YKK+23] Mohamed Younes, Ewa Kijak, Richard Kulpa, Simon Malinowski, and Franck Multon. MAAIP: Multi-agent adversarial interaction priors for imitation from fighting demonstrations for physics-based characters. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(3):32:1–32:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3606926.

Yuksel:2018:ADA

[Yuk18] Cem Yuksel. Alpha distribution for alpha testing. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):1:1–1:11, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203185.

Yuksel:2022:HPP

[Yuk22] Cem Yuksel. High-performance polynomial root finding for graphics. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 5(3):27:1–27:??, July 2022. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3543865.

Yuksel:2024:SBM

[Yuk24] Cem Yuksel. Skill-based matchmaking for competitive two-player games. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(1):7:1–7:??, May 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3651303.

Yang:2019:ABC

[YW19] Hsiang-Yu Yang and Sai-Keung Wong. Agent-based cooperative animation for box-manipulation using reinforcement learning. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(1):2:1–2:18, June 2019. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3320283.

Yang:2021:EHO

[YY21] Zeshi Yang and Zhiqi Yin. Efficient hyperparameter optimization for physics-based character animation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(1):11:1–11:19, April 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3451254.

Yang:2019:VLC

[YZK+19] Lei Yang, Dmitry Zhdan, Emmett Kilgariff, Eric B. Lum, Yubo Zhang, Matthew Johnson, and Henrik Rydgård. Visually lossless content and motion adaptive shading in games. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 2(1): 6:1–6:19, June 2019. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3320287.

Zanni:2018:HHR

[ZCL18] Cédric Zanni, Frédéric Claux, and Sylvain Lefebvre. HCSG: Hashing for real-time CSG modeling. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 1(1):15:1–15:19, July 2018. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203198.

Zhang:2024:RCS

[ZCL24] Weidi Zhang, Lijiaozi Cheng, and Jieliang Luo. ReCollection: Creating synthetic memories with AI in an interactive art installation. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4): 51:1–51:??, July 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3664207.

Zhou:2024:SWA

[Zho24] Tengchao Zhou. Southern wind algorist: Merging nine algorithms with nine gay stories written in classical Chinese. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 7(4): 59:1–59:??, July 2024. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3664212.

Zeidler:2023:BVS

[ZM23] Daniel Zeidler and Matthew McGinity. Bodylab: in virtuo sculpting, painting and performing of full-body avatars. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(2): 22:1–22:??, August 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3597631.

Zhang:2021:CPI

[ZRL21] Weidi Zhang, Donghao Ren, and George Legrady. Cangjie's poetry: an interactive art experience of a semantic human-machine reality. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 4(2):19:1–19:9, July 2021. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3465619.

Zhao:2023:GBB

[ZWWL23] Yuming Zhao, Zhongke Wu, Xingce Wang, and Xinyue Liu.

G2 blending ball B-spline curve by B-spline. *Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT)*, 6(1):13:1–13:??, May 2023. CODEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3585504.