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/

25 May 2022
Version 1.02

Title word cross-reference

3
[DAI+18, FLS+22, FXX+22, NF21, STSK20].

/Good [Rüs21].

60Hz [RW21].

Accelerate [WMZ+20]. **Accelerated** [LVY+20, KKSM18]. **Accuracy** [Wan18]. **Accurate** [KK19]. **acoustic** [CASR21]. **Adaptive** [EK18, MYS20, RHH+22, SPD18, WSG19, XO21, YZK+19, XOKN20]. **Address** [SLY20]. **Advection** [NZT19]. **Advection-Reflection** [NZT19]. **Agent** [HG19, YW19]. **Agent-based** [YW19]. **agents** [CASR21]. **AI** [CASR21]. **Aiming** [KKS+20]. **algorithm** [WH21]. **Algorithms** [DXS21, HRZ+19]. **Aliasing** [CLS+21]. **Alpha** [Yuk18]. **Altered** [WH21]. **Alternating** [ANAM+20]. **Am** [RW21]. **Ambient** [VSE21, SBE22]. **Andean** [MD21]. **Animals** [YBB+21]. **Animation** [FLS+22, YY21, YW19]. **Anisotropic** [KHDN22]. **Anti** [CLS+21]. **Anti-Aliasing** [CLS+21]. **Apparent** [LD18, RPP21]. **Appearance** [ANEK21]. **application** [Dup20]. **Applications** [CKY+22]. **Approach** [RPP21, STSK20, XK21]. **Approaches** [FJdNJ22]. **Approximate**

References

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`.

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`.

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`.

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`.

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`.

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`.

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`.

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 (elec-

tronic). 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.

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.

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.

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.

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.

Dong:2021:EAR

[DXS21] Yihong Dong, Lunchen Xie, and Qingjiang Shi. Efficient al-

gorithms 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`.

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`.

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`.

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`.

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`.

Fujioka:2021:DIA

[Fuj21] Sadam Fujioka. `drop`: an interactive art installation with waterdrop projection-mapping. *Proceedings of the ACM on Computer Graphics and Interac-*

tive 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.

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.

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.

Hofmann:2021:IPT

[HHCM21] Nikolai Hofmann, Jon Hasselgren, Petrik Clarberg, and Jacob Munkberg. Interactive path tracing and reconstruction of sparse volumes. *Proceedings 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: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. CODEN ???? 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.

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.

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`.

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`.

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`.

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`.

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`.

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. CODEN ???? 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`.

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`.

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`.

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. CODEN ???? 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`.

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: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. Imagi-

nary 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`.

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`.

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`.

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`.

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`.

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`.

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`.

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`.

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`.

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`.

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`.

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`.

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`.

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`.

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 (electronic). URL `https://dl.acm.org/doi/10.1145/3451269`.

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`.

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`.

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`.

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`.

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`.

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

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`.

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`.

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`.

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`.

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`.

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`.

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`.

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`.

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 (elec-

tronic). URL https://dl.acm.org/doi/10.1145/3340259.

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.

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.

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.

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

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.

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`.

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`.

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`.

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`.

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`.

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: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`.