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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

[RPHD20]. Approximation [LPW20, TYS20]. Approximations [STK20]. Architecture [JWB+21]. Art [Fuj21, ZRL21]. Artistic [NF21]. Assistive [KLXvdP21]. Attribute [PKM22]. Audio [FLS+22]. Audio-Text [FLS+22]. Avatars [CO18]. Averaging [DXS21].

Bad [Rüs21]. Based [JDZD19, JFS+21, LBR+18, LBG18, MCC22, MKKP18, PJL21, RPHD20, RPP21, SHS+21, SDY+18, TKC21, XK21, ARM+19, BWL18, FJdNJ22, KK19, Muk18, PLRD21, TTK+21, WH21, YW19, YY21]. Better [RW21]. Binary [Dup20]. Biosignals [YBB+21]. bisection [Dup20]. Blend [PKM22]. Blending [HN18]. Bodies [MWW18, NF21]. Body [LAJB18]. Bones [Muk18]. Botanical [QLZF21]. box [YW19]. box-manipulation [YW19]. Bringing [KHDN22]. Buffers [HCNS18]. Builder [VKJ+18]. Building [KK19]. BVH [VKJ+18]. By-Example [HN18].

Cache [KKI⁺18]. Calculate [Wan18]. Can [Far21]. Cangjie [ZRL21]. Caps [PD19]. Capture [SPL+21]. Cars [RPHD20]. centric [HRZ⁺19]. Character [XK21, YY21]. Cheat [JFS+21]. codec [KKSM18]. Coding [PKM22]. Collision [MEM⁺20, TLTM18]. Communication [HG19]. Compacted [SLY20]. Companion [YBB⁺21]. Comparative [SLW⁺21]. Compensated [SGH18]. Competitive $[JFS^+21]$. Complicated $[JWB^+21]$. Compression [LMSS18, PKM22, SLY20, vdLSE20]. Computer [Sim21]. Concurrent [Dup20]. Conditions [KKS⁺20]. Conductors [MD21]. Conical [XJZ⁺22]. consistent [SBE22]. Constrained [RHH⁺22]. Contact [HGG⁺19, LB19]. Contacts [BBGB20]. Content [YZK⁺19]. Continuity [MD21]. Control [BWL18, KBFF⁺21, XO21, XK21].

Conversations [JDZD19]. Conversion [Muk18]. Convolution [JWB+21, TKC21]. Convolutional [CAS22]. Cooperative [SSH+21, YW19]. Coordinating [HG19]. Corotated [KBFF+21]. Cosines [KHDN22]. Cost [MUEM22]. Coupling [ANEK21]. CPU [SLY20]. CPU/GPU [SLY20]. Create [FXX+22]. Crowd [DMH+21]. CSG [ZCL18]. Cubic [TYS20]. Culling [TLTM18, XJZ+22]. Curves [TYS20].

D [DAI⁺18, FLS⁺22, FXX⁺22, NF21, STSK20]. Data [Day21, HMES20, KK19, SLY20, TKC21]. Data-Driven [TKC21]. DCGrid $[RHH^+22]$. Deep [CWZ⁺18, DAI⁺18, FJdNJ22, JDZD19, LWM19, SDY⁺18, TKC21]. **Deferred** [MYS20]. **Deformable** [CDGB19, LWM19]. Deformer [BBGB20]. Denoising [HMES20]. Dependent [LBG18]. Depth [FHSS18, HCNS18, VSE21, KKSM18]. Design [BWL18, Far21, MWW18]. Designed [FJdNJ22]. Destruction [WFM21]. **Detection** [JFS⁺21]. **Difference** [ANAM⁺20]. **Diffuse** [dDB22]. **Digital** [HCR⁺21, NF21]. **Dimensional** [CDGB19, QLZF21]. **Disconnect** [Day21]. Disk [WS18]. Displacement [LMSS18]. Displays [LD18]. Distance [MEM⁺20]. Distribution [Yuk18]. Divergence [Wan18]. **Diverse** [HGG⁺19, PJL21]. Domains [PJL21]. Driven [FLS+22, TKC21]. drop [Fuj21]. Dual [LVY⁺20]. **Dual-Split** [LVY⁺20]. **Ductile** $[WDG^+19]$. Dynamic $[JWB^+21]$. Dynamics [CO18].

Easily [FXX⁺22]. EasyVRModeling [FXX⁺22]. edge [Dup20]. Effect [WSX⁺22]. Effects [RW21, WSG19]. Efficient [AHGB19, CASR21, DXS21, MYS20,

SCNW19, SGH18, YY21]. ejections $[LRC^+22]$. Elastic $[ARM^+19, BBGB20,$ CDGB19, KBFF⁺21, MWW18]. Elastic-rigid [BBGB20]. Electronic [MD21]. Elucidated [Sim21]. Embodied [BDWG21]. Energized [LAJB18]. Energy [KBFF⁺21, SGH18]. Energy-Compensated [SGH18]. Enhancement [LD18]. Environment [WH21]. Environmental [XJZ⁺22]. Error $[CKY^+22]$. Estimation [SPD18]. Evaluating [Wan18]. Evaluation [DMH⁺21]. Evaluator [ANAM⁺20]. Events [FJdNJ22]. Example [HN18, TTK⁺21]. Example-based [TTK⁺21]. Experience $[HCR^{+}21, WSX^{+}22, WSG19, ZRL21].$ Expressive [FLS⁺22]. Extracted [Wan18]. Eyck [Sim21]. Eye [BDWG21, JDZD19]. Eye-Tracking [BDWG21].

Face [KK19]. FaceBlit [TTK+21]. Faces [MUEM22]. **Facial** [FLS⁺22, TTK⁺21]. Fast [KBFF⁺21, VKJ⁺18, WS18, Wan18]. faster [GBW20]. Feature [MSK22]. Feature-Wise [MSK22]. Feedback [MCC22]. Feminism [Far21]. Field [FHSS18, MEM⁺20, KKSM18]. Fields [CWZ⁺18]. Figures [NF21]. Filter [TY18]. Filtering [CLS+21, CAS22, SPD18]. Filters [STK20]. Flexible [KLXvdP21]. FLIP $[ANAM^+20]$. Flow [RPHD20, RPP21, WXCT19]. Flows [WFM21]. Fluid [RHH⁺22, TY18, WXCT19, YCL⁺19]. fly [KKT⁺18]. Footage [FJdNJ22]. Forces [KLXvdP21]. Foveated [MDZV18]. Fracture [LAJB18, WDG⁺19]. Framework [HRZ⁺19]. Free [PLRD21]. Free-view [PLRD21]. Friction [ANEK21]. Frictional [HGG⁺19]. **functional** [MMMC21]. Functions [Kir18].

G [RW21]. **G-SYNC** [RW21]. **Game** [FJdNJ22, SLW⁺21, SSH⁺21]. **Gameplay**

[FJdNJ22, RW21, WSX⁺22, WSG19]. Games [WSX⁺22, YZK⁺19]. Gaming $[JFS^+21]$. **GAN** [WXCT19, XK21]. GAN-Like [XK21]. General [HRZ⁺19]. Generalized [Oga20]. Generation [JDZD19, LBG18, SDY⁺18, WS18]. Generative [PJL21]. Genetic [WH21]. Genetic-algorithm-based [WH21]. Geometric [AHGB19, CLS⁺21, WJG⁺21]. Geometry [KKT⁺18, QLZF21, vdLSE20]. GGX [KHDN22]. Glint [CLS+21]. Global [SPL+21]. **Good** [Rüs21]. **GPU** [KKI⁺18, KKSM18, RHH⁺22, SLY20]. GPU-accelerated [KKSM18]. GPUs [TLTM18]. Gradient [SPD18]. Graph [PJL21]. Graph-Based [PJL21]. Grid $[LY19, RHH^+22]$. Guided [KW21, XOKN20].

Hair [CAS22, RL18]. Haptic [MCC22]. Hardware $[LVY^{+}20, MYS20, VKJ^{+}18, WMZ^{+}20].$ Hardware-Accelerated [LVY⁺20]. Hashing [TLTM18, ZCL18]. HCSG [ZCL18]. **Head** [JDZD19, LD18]. Head-mounted [LD18]. Helper [Muk18]. Heterogeneous [PHM⁺21]. HeterSkinNet [PHM⁺21]. **Hierarchical** [HMN18]. Hierarchy [LY19]. High [HN18, KKS⁺20, LMSS18, STK20, VKJ⁺18, vdLSE20, KKSM18]. High-Performance [HN18, STK20]. High-Quality [VKJ⁺18, KKSM18]. **High-Resolution** [LMSS18]. **Histogram** [HN18]. Histogram-Preserving [HN18]. Human [MUEM22, MSK22, NF21, ZRL21]. Human-Machine [ZRL21]. Hybrid [HGG⁺19, PLRD21]. **Hyperparameter** [YY21].

Identify [FJdNJ22]. Image [LBR⁺18, PLRD21, RPHD20, STK20]. Image-Based [LBR⁺18, RPHD20, PLRD21]. Images

[ANAM⁺20]. **Imaginary** [LZY21]. Imitation [XK21]. Immersive [FXX⁺22, HCR⁺21]. **Implicit** [KBFF⁺21]. Importance [EK18, XOKN20]. Improves [KKS⁺20]. **In-Depth** [HCNS18]. **Increase** [RPP21]. Independent [MKKP18, BBGB20]. Indigenous [MD21]. Indoor [JWB⁺21]. Information [WJG⁺21]. Input [KKS⁺20]. Insects [WH21]. Installation [Fuj21]. Instant [TTK+21]. Instruments [BDWG21]. Interaction [SHS+21]. Interactive [CO18, Fuj21, HHCM21, LRC+22, MCC22, $MWW18, SPL^{+}21, SDY^{+}18, XK21, ZRL21$]. Interface [BDWG21]. Interfaces [dDB22]. Intersections [WMZ⁺20]. Intersector [RL18]. **Invariant** [ARM⁺19]. Investigating [FJdNJ22]. Invisible [Rüs21]. Isosurface [Wan18].

Jan [Sim21]. **Joint** [FLS⁺22]. **Julian** [Day21].

Kernel [MDZV18].

Labels [RPHD20]. Labor [Rüs21]. Late [KKS⁺20]. Latency [KKS⁺20]. Layer [FHSS18]. Layered [dDB22]. Layouts [JWB⁺21]. Learned [WJG⁺21]. Learning [CO18, HG19, JDZD19, RPP21, TKC21, XK21, YW19]. Learning-Based [JDZD19]. Level [STSK20]. Light [CWZ⁺18, Oga20, KKSM18]. **Lightcuts** [LY20]. Lighting [LY19, XJZ⁺22]. Lights [EK18, LPW20]. Like [XK21]. Linearly [KHDN22]. Liquid [TKC21]. Liquids [AHGB19, RPP21]. Living [WH21]. Local $[MEM^{+}20, MSK22]$. Locomotion [MSK22]. LOD [LBG18]. Long [WMZ⁺20]. longest [Dup20]. Lossless [YZK⁺19]. Lossy [vdLSE20]. Low [MUEM22]. Low-Cost [MUEM22].

Machine [ZRL21]. Making [NF21].

Manifold [CDGB19]. manipulation [YW19]. Many [EK18]. Map [CLS⁺21, SDY⁺18]. Mapping [Fuj21, STSK20]. Mask [Far21]. masks [GBW20]. Massively $[KKT^+18]$. Massively-Parallel [KKT⁺18]. Material [HGG⁺19, WDG⁺19]. Materials [HGG⁺19, dDB22]. **Measurement** [LZY21]. Medical [HMES20]. Meditation [HCR⁺21]. Memories [YBB⁺21]. Memory [RHH⁺22]. Memory-Constrained [RHH⁺22]. Mesh [WS18]. Method [HGG⁺19, Wan18, WDG⁺19]. **Methods** $[SLW^+21]$. Metric [DMH⁺21, LBG18, Wan18]. Mimicry [WH21]. Ming [HCR⁺21]. Mitigation $[SLW^+21]$. Mixed $[CDGB19, CNI^{+}20, SSH^{+}21].$ Mixed-Dimensional [CDGB19]. Mixed-Reality [SSH+21]. Mobile $[CNI^+20]$. Mode $[KBFF^+21]$. Model [CDGB19, FLS⁺22, JDZD19, PJL21]. Modeling [LB19, NF21, ZCL18]. Modelling [MSK22]. Models [FXX⁺22, KK19]. **modern** [KKI⁺18]. Modified [SLY20]. Modulated [KLXvdP21]. Moment [MKKP18]. Moment-Based [MKKP18]. Mother [Rüs21]. Motion [JDZD19, KLXvdP21, MSK22, PJL21, SPL⁺21, SCNW19, YZK⁺19]. mounted [LD18]. Movement [LZY21]. Multi [DAI⁺18, FHSS18, HG19, LB19, WXCT19]. Multi-Agent [HG19]. Multi-Layer [FHSS18]. Multi-Pass [WXCT19]. Multi-Resolution [LB19]. Multi-View [DAI⁺18]. Multigrid [AHGB19]. Multiple [PJL21].

Narrow [TY18]. Narrow-Range [TY18]. Nature [WH21]. Navigation [HG19]. Network [PHM⁺21]. Networks [CAS22, FJdNJ22, JWB⁺21, SCNW19, SDY⁺18]. Networks-based [FJdNJ22]. Neural [CAS22, FJdNJ22, HMES20, RPP21, SCNW19, SDY+18]. Noise [Day21, HN18, Kir18]. Non [CDGB19, Kir18, Muk18]. Non-Manifold [CDGB19]. Non-periodic [Kir18]. Non-rigid [Muk18]. Nonlinear [CO18]. Normal [CLS+21, SDY+18]. Novel [HRZ+19].

Objects [CDGB19, LWM19, GBW20]. Occlusion [VSE21, SBE22]. Oliver [Day21]. On-the-fly [KKT+18]. opacity [GBW20]. Operator [HN18]. Optimization [KLXvdP21, MEM+20, YY21]. Optimized [LBR+18]. Optimizing [KKI+18]. Order [MKKP18, NZT19]. Order-Independent [MKKP18].

Paglen [Day21]. Parallel [HRZ⁺19, KKT⁺18, TLTM18]. **Particle** [RPP21, TKC21]. Particle-Based [RPP21, TKC21]. party [JDZD19]. Pass [WXCT19, XOKN20]. Passthrough [CNI⁺20]. Patch [LBG18]. Patch-Based [LBG18]. Path [HMES20, HHCM21]. Pattern [BWL18]. perception [CASR21]. Perceptually [DMH⁺21]. Perceptually-Validated [DMH⁺21]. Performance [FJdNJ22, HN18, STK20, WSX⁺22, WSG19]. periodic [Kir18]. Permutation [PKM22]. Perspectival [Sim21]. Perturbations [WJG⁺21]. **Phantom** [RL18]. **Phases** [MSK22]. Photometric [LPW20]. Photon [SGH18]. Physics [KK19, MCC22, XK21, YY21]. Physics-Based [MCC22, XK21, KK19, YY21]. Pixel [TKC21]. Player [SSH⁺21]. Playing [RW21]. **PLOCTree** [VKJ⁺18]. **plume** [LRC⁺22]. **Poetics** [Rüs21]. **Poetry** [ZRL21]. **Point** [HGG⁺19, WDG⁺19]. Poisson [WS18]. Poisson-Disk [WS18]. Politics [Day21, Rüs21]. Polygonal

[LPW20]. Portals [Oga20]. Position [ARM+19, SPL+21]. Position-based [ARM+19]. Post [KKS+20]. Post-Render [KKS+20]. Precomputed [LWM19]. Predicting [CKY+22]. Prediction [DAI+18, PHM+21, SPL+21]. Preserving [HN18, SLP21]. Primitive [WMZ+20]. Problems [DXS21]. Procedural [Kir18]. Processing [KKT+18, KKI+18]. Progressive [WS18]. Projected [PD19]. Projection [Fuj21, WS18]. Projection-Mapping [Fuj21]. Projective [KB18]. Proposition [Day21]. PSCC [TLTM18]. pyroclastic [LRC+22].

Quadratic [TYS20]. Quality [DMH⁺21, VKJ⁺18, KKSM18].

Racing [SLW⁺21]. Radiance [LWM19]. Range [TY18]. Ray [LMSS18, RL18, $WMZ^{+}20$, $XJZ^{+}22$, GBW20]. Ray-Hair [RL18]. Ray-Traced [XJZ⁺22]. Ray/Primitive [WMZ⁺20]. Real [CKY⁺22, CNI⁺20, CLS⁺21, CAS22, LD18, LY19, LY20, LPW20, MUEM22, MSK22, PD19, SPD18, SCNW19, TTK+21, WH21, XOKN20, XO21, XJZ⁺22, YCL⁺19, KKSM18, ZCL18]. Real-Time [CKY⁺22, CLS+21, CAS22, LY19, LY20, MUEM22, MSK22, XJZ⁺22, YCL⁺19, CNI⁺20, LD18, LPW20, SPD18, SCNW19, TTK+21, WH21, XOKN20, XO21, KKSM18, ZCL18]. Reality [CNI⁺20, HMN18, SLW⁺21, SSH⁺21, WSX⁺22, ZRL21]. **Recall** [YBB⁺21]. Reconstruction [HHCM21, QLZF21, KKSM18]. Recovering $[WJG^+21]$. Redirected $[SHS^+21]$. Reflection [NZT19, RPHD20]. Region [LBR⁺18]. reinforcement [YW19]. Relighting [MUEM22]. ReMember [YBB $^{+}21$]. Render [KKS $^{+}20$, WSX $^{+}22$]. Rendering [FHSS18, LY19, MDZV18, PLRD21, RPHD20, TY18, dDB22]. Replate [CSN18]. Resolution

[LD18, LB19, LMSS18, RPP21, WSX⁺22, WXCT19, vdLSE20]. Reuse [KKT⁺18]. Reversal [Day21]. Revisiting [KKI⁺18]. Rig [Muk18]. Rigid [LAJB18, BBGB20, Muk18]. Robotic [Far21]. Robotics [BDWG21]. Robust [JFS⁺21, MEM⁺20]. Rods [ARM⁺19]. Rotation [DXS21].

Sample [WS18]. Samples [WS18]. **Sampling** [EK18, KKS⁺20, KW21, Muk18, PD19, XO21, XOKN20]. Sampling-based [Muk18]. Scatter [MYS20]. scattering [XOKN20]. Scene [JWB⁺21, LBR⁺18, RPP21]. **Scenes** [vdLSE20]. Scheme [LMSS18]. Screen [TY18, SBE22]. Screen-Space [TY18, SBE22]. Sculpting [MCC22]. Second [NZT19]. Second-Order [NZT19]. Seepage [WFM21]. Selection [LBG18]. Self [TLTM18]. Self-Collision [TLTM18]. Semantic [RPHD20, ZRL21]. Serendipitous [NF21]. Setup [MUEM22]. Shading [MYS20, YZK⁺19]. Shadows $[XJZ^+22]$. Shan $[HCR^+21]$. Shape [MWW18]. Shapes [LB19]. Sickness $[SLW^+21, WSX^+22]$. Signed $[MEM^+20]$. Simplicial [CDGB19]. Simplification [LBR⁺18]. Simulatable [QLZF21]. Simulation [RHH⁺22, SLP21, TKC21, $WDG^{+}19$, WFM21, $YCL^{+}19$, $LRC^{+}22$]. Simulator [WSX⁺22]. single [XOKN20]. skeleton [MMMC21]. Sketch [SDY⁺18]. Sketch-Based [SDY⁺18]. Sketching $[DAI^{+}18]$. Skin $[PHM^{+}21, SLP21]$. Skinning [KB18]. Soft [CO18, SLP21, XJZ⁺22]. Soft-Tissue [CO18]. Software [KKT+18]. Soil [WFM21]. Soil-Structure [WFM21]. Solids [KBFF $^+21$]. Solver [AHGB19, NZT19]. Sounds [Rüs21]. Space [TY18, SBE22]. Sparse [HHCM21, STK20]. Spatial [PJL21, TLTM18]. Spatial-Temporal [PJL21]. Speak [Far21]. Speech [FLS+22].

Speech-Driven [FLS⁺22]. SPH [HRZ⁺19, KBFF⁺21]. **SPH-centric** [HRZ⁺19]. Sphere [YCL⁺19]. Spherical [PD19]. Spinning [MD21]. Splatting [FHSS18, SGH18]. **Split** [LVY⁺20]. Splitting [EK18]. Stable [XO21]. Stereo [SBE22]. Stereo-consistent [SBE22]. Stereoscopic [CNI⁺20]. Stochastic [LY20, VSE21]. Stochastic-Depth [VSE21]. Stroke [LZY21]. Structure $[RHH^{+}22, WFM21].$ Study $[SLW^{+}21].$ Style [MSK22, PJL21, SCNW19, TTK+21]. Stylization [PJL21]. Sub [GBW20, TKC21]. **Sub-Pixel** [TKC21]. Sub-triangle [GBW20]. Subaltern [Far21]. Subdivision [LMSS18]. Subsurface [XO21, XOKN20]. **Super** [WXCT19]. Super-Resolution [WXCT19]. Surface $[CWZ^{+}18, YCL^{+}19].$ Surfaces [LMSS18, STSK20, WS18]. **SYNC** [RW21]. Synchronization [WSG19]. Synthesis [CNI⁺20, PLRD21, STSK20]. Synthesizing $[JWB^+21]$. System $[FXX^{+}22, Sim21, WH21].$

Taoist [HCR⁺21]. Technologies [MD21]. Technology [HCR⁺21]. Temporal [PJL21, SPD18]. Temporally [XO21]. Testing [Yuk18]. Text [FLS+22]. Texture $[STSK20, WJG^+21]$. Thin $[WMZ^+20]$. Three [JDZD19, QLZF21, STSK20]. Three-Level [STSK20]. Three-party [JDZD19]. Tile [BWL18]. Tile-based [BWL18]. Tiled [FHSS18]. Tiles [MYS20]. Tiling [Kir18]. Time [BBGB20, CKY⁺22, CLS+21, CAS22, LY19, LY20, MUEM22, MSK22, PD19, XJZ⁺22, YCL⁺19, CNI⁺20, KKSM18, LD18, LPW20, SPD18, SCNW19, TTK⁺21, WH21, XOKN20, XO21, ZCL18]. Time-independent [BBGB20]. Tissue [CO18, SLP21]. Topology [BWL18]. Traced [XJZ⁺22]. Tracing [HMES20, HHCM21, LMSS18, GBW20]. Tracking [BDWG21]. Tradition [MD21].

Traditional [HCR+21, MD21]. Training [CKY+22]. Trajectory [DMH+21].

Transfer [LWM19, SCNW19, TTK+21, MMMC21].

Transformations [MSK22]. Transformed [KHDN22]. Transforms [WMZ+20].

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Trevor [Day21]. triangle [GBW20]. Two [MWW18, SSH+21]. Two-Player [SSH+21].

Two-Way [MWW18]. Types [WMZ+20].

Understanding [KKI⁺18]. Unified [CDGB19]. UpFlow [RPP21]. Using [JWB⁺21, WMZ⁺20, YBB⁺21, DAI⁺18, HN18, RPHD20, SGH18, YW19]. Utilizing [TKC21].

Validated [DMH⁺21]. variance [XOKN20]. variance-guided [XOKN20]. Variates [XO21]. Various [FJdNJ22]. Vertex $[KKT^{+}18, KKI^{+}18, PKM22].$ Vertex-Blend [PKM22]. via [MSK22, PJL21, STK20, SLY20]. Videos $[TTK^{+}21]$. View $[CNI^{+}20, DAI^{+}18,$ LBR⁺18, LBG18, PLRD21]. View-Dependent [LBG18]. View-Region [LBR⁺18]. VIPER [ARM⁺19]. Virtual [HMN18, MCC22, SLY20, SLW⁺21, WSX^+22 , WH21, CASR21]. Viscous [AHGB19]. Visibility [HMN18, KW21]. Vision [BDWG21, JFS $^+$ 21, Sim21]. Vision-Based [JFS⁺21]. Visual [ANEK21, CKY^+22 , WFM21]. Visualization [LZY21, WDG+19]. Visually [YZK⁺19]. volcanic [LRC⁺22]. Volume [ARM+19, SLP21]. Volumes [HHCM21]. Volumetric [DAI⁺18, HMES20, Wan18]. **Voxel** [vdLSE20]. **VPLs** [SGH18]. **VR** [FXX⁺22].

Walking [SHS⁺21]. Warp [KKS⁺20]. Waterdrop [Fuj21]. Way [MWW18].

Weaving [MD21]. Weights [PHM⁺21]. Wise [MSK22]. Woods [SSH⁺21]. Work [Day21].

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[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 (PACM-CGIT), 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. Realtime 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 nonmanifold 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 antialiasing with normal map filtering. Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT), 4(1):1:1-1:16, April 2021. CO-DEN???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3451257.

Chaurasia:2020:PRT

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 (elec-

tronic). URL https://dl.acm. org/doi/10.1145/3384540.

Casas:2018:LNS

[CO18]

 $[CNI^+20]$

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

[dDB22]

[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

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. CO-DEN???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3203200.

Faria:2022:IPV

Matheus Prado Prandini Faria, Etienne Silva Julia, Marcelo Zanchetta 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 5(1):8:1-8:17, (PACMCGIT),May 2022. CODEN ???? ISSN 2577-6193 (electronic). https://dl.acm.org/doi/10. 1145/3522624.

Fan:2022:JAT

Yingruo Fan, Zhaojiang Lin, Jun Saito, Wenping Wang, and Taku Komura. Joint audiotext model for expressive speechdriven 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

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

[FJdNJ22]

[FLS⁺22] Yingruo Fan, Zhaojia

[Fuj21]

 $[HCR^+21]$

[HG19]

 $[HGG^+19]$

tive Techniques (PACMCGIT), 4(2):27:1-27:8, July 2021. CO-DEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm. org/doi/10.1145/3465613.

Fu:2022:EEC

Zhiying Fu, Rui Xu, Shiqing [FXX⁺22] Xin, Shuangmin Chen, Changhe Tu, Chenglei Yang, and Lin EasyVRModeling: Easily create 3D models by an immersive VR system. ceedings 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.

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. CO-DEN ???? 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

Nicolas Henchoz, Margaux Charvolin, Delphine Ribes, Lara Défayes, Cédric DuchÊne, Emily Groves, and Andreas Sondereg-Ming Shan digital expeger. rience: 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. CO-DEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm. org/doi/10.1145/3465620.

Hildreth:2019:CMA

Dalton Hildreth and Stephen J. Guy. Coordinating multi-agent navigation by learning communication. Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACM-CGIT), 2(2):20:1-20:17, July CODEN ???? **ISSN** 2019.2577-6193 (electronic). URL https://dl.acm.org/doi/10. 1145/3340261.

Han:2019:HMP

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

Gruen:2020:STO

[GBW20]

[HN18]

 $[HRZ^{+}19]$

[JDZD19]

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
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org/doi/10.1145/3451256.

Hofmann:2020:NDP

[HMES20] Nikolai Hofmann, Jana Martschinke, Klaus Engel, and Marc Stam-Neural denoising for minger. path tracing of medical volumetric data. Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACM-CGIT), 3(2):13:1-13:18, August CODEN ???? **ISSN** 2020.2577-6193 (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

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

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

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.

 $[KBFF^+21]$

[KHDN22]

[Kir18]

Jonnalagadda:2021:RVB

Kugelstadt:2021:FCE

[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, Bingiang 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 (PACM-CGIT), 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.

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

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

Aleksandr Kirillov. Non-periodic tiling of procedural noise functions. Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACM-CGIT), 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 physicsbased 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. CO-DEN ???? 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. Postrender warp with late input sampling improves aiming under high latency conditions. ceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT), 3(2): 12:1-12:18, August 2020. CO-DEN ???? 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, highquality light field reconstruction. Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT), 1(1):3:1-3:15, July 2018. CO-DEN ???? 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. CO-DEN ???? 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.

[LBR+18]

[LD18]

[LMSS18]

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,

(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

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

Lee:2018:RTA

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

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 [LWM19]

[LPW20] Christian Luksch, Lukas Prost, and Michael Wimmer. Realtime 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

[LY19]

[LY20]

[LZY21]

[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. Hardwareaccelerated dual-split trees. Proceedings of the ACM on Computer Graphics and Interactive Techniques (PACMCGIT), 3(2): 20:1–20:21, August 2020. CO- DEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3406185.

Li:2019:DPR

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

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

Daqi Lin and Cem Yuksel. Realtime 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

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 (PACM-CGIT), 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):8:1-8:17April 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. Momentbased 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

[MYS20]

[NF21]

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[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 (elec-

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 $[PHM^+21]$

Xiaoyu Pan, Jiancong Huang, [PLRD21] 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.

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 $[RHH^{+}22]$

Wouter Raateland, Torsten Hädrich, Jorge Alejandro Amador [RPP21] 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. ceedings 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.

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

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[RPHD20]

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Annina Rüst. Bad mother /good mother: The poetics and politics of the sounds of invisible labor. *Proceedings of the ACM on*

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[SGH18]

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[RW21] Maryam Riahi and Benjamin All

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[SBE22] Peiteng Shi, Markus Billeter, and Elmar Eisemann. Stereoconsistent 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.

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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.

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[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.

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[TY18]

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[TKC21] Evgenii Tumanov, Dmitry Korobchenko, and Nuttapong Chentanez. Data-driven particlebased liquid simulation with

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Nghia Truong and Cem Yuksel. A narrow-range filter for screenspace fluid rendering. Proceedings of the ACM on Computer Graphics and Interactive

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[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.

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[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.

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

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Wald:2020:UHR

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 $[WJG^{+}21]$ 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

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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. CO-DEN ???? ISSN 2577-6193 (electronic). URL https://dl.acm. org/doi/10.1145/3233310.

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[XO21]

[XOKN20]

Wang:2022:ERR

Xu:2021:GLA

[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.

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[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.

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Pei Xu and Ioannis Karamouzas. GAN-like approach 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 (elec-???? tronic). URL https://dl.acm. org/doi/10.1145/3480148.

Xie:2021:RTS

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.

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[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

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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.

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Hsiang-Yu Yang and Sai-Keung Wong. Agent-based cooperative

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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.

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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.

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[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.