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

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[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.

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[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.

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[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.

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[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.

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[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.

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[MMMC21] Pietro Musoni, Riccardo Marin, Simone Melzi, and Umberto Castellani. A functional skeleton transfer. *Proceedings of the ACM on Computer Graphics and Interactive Techniques*

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[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.

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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 (electronic). URL https://dl.acm.org/doi/10.1145/3203190.

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[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.

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[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`.

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[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`.

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[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`.

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[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`.

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[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.

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[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.

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[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.

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[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.

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[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.

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[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.

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[Rüs21] 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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[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`.

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[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`.

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[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`.

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[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`.

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[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`.

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[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`.

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[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`.

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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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[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`.

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[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`.

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[SSH+21] Kyoung Swearingen, Scott Swearingen, Fede Camara Halac, Sruthi Ammannagari, and

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[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.

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[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.

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[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.

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[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.

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[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.

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[TY18] Nghia Truong and Cem Yuksel. A narrow-range filter for screen-space 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. *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.

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[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.

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[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.

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

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[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.

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[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.

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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 ???? ISSN 2577-6193 (electronic). URL https://dl.acm.org/doi/10.1145/3480137.

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[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.

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[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.

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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`.

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[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`.

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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`.

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