

CSC 572 Paper presentation assignments – Spring 2010

These dates (and some of the later papers) may change! Keep in close contact with me about your assignment.

Week 3	topic	Model acquisition: VRIP
	Read	<i>Vol. Method for Build (Curless & Levoy)</i>
	Name:	Jeff Holden
	topic	Model Acq. & representation: IBR
	Read	<i>Modeling & Render Arch (Debevec, et. al.)</i>
	Name:	Bill Hess
Week 4		Enhancement:simplification
	Read	<i>Progressive Meshes (Hoppe)</i>
	Name:	Tom Dvornik
		Enhancement:simplification
	Read	<i>Surface Simp using quad (Garland, et. al)</i>
	Name:	Travis Dean
Week 5		Enhancement:simp & representation
	Read	<i>Dual contouring of Hermite (Ju, et. al.)</i>
	Name	Evan Hecht

Week 6		Enhancement: representation: NURBS
	Read	<i>Fitting Smooth Surfaces (Krishnamurthy & Levoy)</i>
	Name:	Nate Black & Jenee Hughes
Week 7	topic	Enhancement: representation: Normal maps
	Read	<i>Gen. method for preserve. attribute (Cignoni, et. al)</i>
	Name	Katherine Blizzard
	topic	Texture synthesis
	Read	<i>Lapped textures (Praun, Finkelstien & Hoppe)</i>
	Name:	Wes Hamilton
Week 8	topic	Sci viz – perception & photo & non-photo
	Read	<i>Line Drawings from Volume Data</i> (Burns, Klawe, Rusinkiewicz, Finkelstein and DeCarlo) <i>Diffusion Tensor MRI Visualization (chpt)</i>
	Name:	Alyssa Daw & Ben Cooley
Week 9	topic	Sci viz – uncertainty & scattered data interpolation
	Read	<i>Approaches to uncertainty visualization (Pang, Witenbrink & Lodha) & ?</i>
	Name:	Daniel Medina
	topic	Sci viz – Flow & Terrain
	Read	<i>Imagine Vector Field Using Line Integral Convolution (Cabral) & Terrain Simplification (Lindstrom & Pascucci)</i>
	Name:	Ben Davini
Week 10	topic	Rendering- Photon mapping
	Read	<i>A Practical Guide to Global Illumination using Photon Map" (H. Jensen., et al)</i>
	Name:	Ryan Schmitt & Chris Gibson

	topic	Rendering - PRT
	Read	<i>Precomputed Radiance Transfer for RT Rendering in... (P-P. Sloan, et.al)</i>
	Name:	Harrison Mckenzie Chapter