**15-464 PAPERS SESSION V Tuesday, November 24, 2009**

**Texture Mapping Characters**

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**Motion Blur**

**Lynne Lin** K. Egan, Y. Tseng, N. Holzschuch, F. Durand and R. Ramamoorthi, *Frequency Analysis and Sheared Reconstruction for Rendering Motion Blur*, SIGGRAPH 2009. <http://www.cs.columbia.edu/cg/mb/>

**Rebecca Scully** Amit Agrawal, Yi Xu and Ramesh Raskar, *Invertible Motion Blur in Video,* SIGGRAPH 2009. <http://www.umiacs.umd.edu/~aagrawal/sig09/index.html>

**Evolving Trees**

**Federico Perazzi** W. Palubicki, K. Horel, S. Longay, A. Runions, B. Lane, R. Mech, and P. Prusinkiewicz. *Self-organizing tree models for image synthesis*. SIGGRAPH 2009. <http://algorithmicbotany.org/papers/selforg.sig2009.html>

**Evolving Animations**

**Nara Kasbergen** P. Barile, V. Ciesielski, K. Trist, and M. Berry, *Animated drawings rendered by genetic programming*, GECCO 2009 (Genetic and evolutionary computation). <http://portal.acm.org/citation.cfm?id=1570030>

**Rendering**

**Byoung Han** Per H. Christensen, Point-Based Approximate Color Bleeding, Pixar Technical Memo #08-01. <http://graphics.pixar.com/library/PointBasedColorBleeding/>