

15-464 / 15-664 Reference List for Feb 1, 2021

We had a quick look at some recent research papers on a collection of topics relevant to the course. Here are the papers we looked at:

Arora, Rahul, Rubaiat Habib Kazi, Danny M. Kaufman, Wilmot Li, and Karan Singh. "Magicalhands: Mid-air hand gestures for animating in vr." In *Proceedings of the 32nd Annual ACM Symposium on User Interface Software and Technology*, pp. 463-477. 2019.

<https://www.dgp.toronto.edu/projects/magical-hands/>

Xu, Zhan, Yang Zhou, Evangelos Kalogerakis, Chris Landreth, and Karan Singh. "RigNet: neural rigging for articulated characters." *ACM Transactions on Graphics (TOG)* 39, no. 4 (2020): 58-1.

<https://zhan-xu.github.io/rig-net/>

Shimada, Soshi, Vladislav Golyanik, Weipeng Xu, and Christian Theobalt. "Physcap: Physically plausible monocular 3d motion capture in real time." *ACM Transactions on Graphics (TOG)* 39, no. 6 (2020): 1-16. <http://gvv.mpi-inf.mpg.de/projects/PhysCap/>

Sperl, Georg, Rahul Narain, and Chris Wojtan. "Homogenized yarn-level cloth." *ACM Transactions on Graphics (TOG)* 39, no. 4 (2020): 2. <http://visualcomputing.ist.ac.at/publications/2020/HYLC/>

Chitalu, Floyd M., Qinghai Miao, Kartic Subr, and Taku Komura. "Displacement-Correlated XFEM for Simulating Brittle Fracture." In *Computer Graphics Forum*, vol. 39, no. 2, pp. 569-583. 2020.

<https://onlinelibrary.wiley.com/doi/abs/10.1111/cgf.13953>

<https://www.youtube.com/watch?v=WaRg8IAh4CQ>

Jeschke, Stefan, Christian Hafner, Nuttapong Chentanez, Miles Macklin, Matthias Müller-Fischer, and C. Wojtan. "Making Procedural Water Waves Boundary-aware." In *Computer Graphics Forum*, vol. 39, no. 8, pp. 47-54. 2020. <http://visualcomputing.ist.ac.at/publications/2020/MPWWBa/>

Skrivan, Tomas, Andreas Soderstrom, John Johansson, Christoph Sprenger, Ken Museth, and Chris Wojtan. "Wave curves: Simulating lagrangian water waves on dynamically deforming surfaces." *ACM Transactions on Graphics (TOG)* 39, no. 4 (2020): 65-1.

<http://visualcomputing.ist.ac.at/publications/2020/WaveCurves/>

Gissler, Christoph, Andreas Henne, Stefan Band, Andreas Peer, and Matthias Teschner. "An implicit compressible SPH solver for snow simulation." *ACM Transactions on Graphics (TOG)* 39, no. 4 (2020): 36-1. <https://cg.informatik.uni-freiburg.de/publications.htm> (search w/in listings)

Kwon, Taesoo, Yoonsang Lee, and Michiel Van De Panne. "Fast and flexible multilegged locomotion using learned centroidal dynamics." *ACM Transactions on Graphics (TOG)* 39, no. 4 (2020): 46-1.

<http://calab.hanyang.ac.kr/papers/flexLoco.html>