

A Bibliography of Publications in *ACM SIGGRAPH* *Computer Graphics: 2000–2009*

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Title word cross-reference

[Bra04, Ebe03]. **2004** [GA04c]. **2008**
[Bar08].

= [WLS00].

+ [Wol00]. 3
[AC01, Ama08, BSLM01, Cai05, CBC⁺01,
Cav00, CB00, DG00, Hib02a, HSKK01, Jon03,
KB00, Kli00, MMS00, Meg00, PvdDJ⁺01,
Par00b, Pin00, RV00, Rui00, Sch08a, Sha00b,
TCMS04, Tho04a, Umb06, Wit07]. =
[Wol00]. z [WFP⁺01].

-buffer [WFP⁺01].

16th [Ama08].

2 [SEP⁺01]. **2000** [Fiu01a, Rhy00a, Rhy00b].
2001
[Ano01a, Ano01c, Ano01b, Ano02d, Ell01].
2002 [Ano02c, Ano02g, Ebe02, Ell02a]. **2003**
[Ano01a, Ano01c, Ano01b, Ano02d, Ell01].
2004 [GA04c]. **2008** [Bar08].

abstractions [Wes04d]. **accepts** [Slo06].
accessible [Meg00]. **Achievement**
[Ano01a]. **ACM** [Ano01a, Ano01c, Ano01b,
Gre06, Ano00a, Ano02c, Ano02d, Ano02e,
CK05, Ell00c, GA04b, GA04a, Leo02b,
Leo02a, Rhy00a, Tuf07, Woo04]. **acoustics**
[TFNC01]. **Active** [Tat00]. **activity**
[Ell01, NER01, WM03]. **Adaptive**
[FFBG01, DDCB01]. **Adaptively** [Sul02].
adding [IYNK01]. **addresses** [Ell00a].
Adrenaline [Hoo01]. **advanced** [Lem01].
advantages [EW00b]. **aesthetic** [DTB02].
AFIS [Zir07]. **Against** [Cra02]. **age**
[Dar04, Pet07, Wes03b]. **agitating** [Dia09].

ahead [Mac00a]. **air** [Zen04]. **AirlinX** [Jon03]. **Alain** [Fiu01a]. **algorithm** [Ost01, WFP⁺01]. **algorithms** [Zir07]. **Alice** [PF00]. **analogies** [HJO⁺01]. **analysis** [Hib03d]. **Anatomical** [RS09]. **Anatomists** [Cra02]. **Ancient** [Lem01]. **Andrew** [Ano01a]. **Angeles** [ACM01, Ano02d]. **animal** [KNB⁺04]. **animate** [Kol08, PF00]. **animated** [BN06]. **Animating** [Awa01, Las01]. **Animation** [CVB01, Wol00, BE01, Cai05, Che01, CJ01, EB00, FvdPT01, FF01, Her04, MS01, MTAS01, Swi08, Tho04b, Wit07, WLS00, vdDKP01]. **animator** [Pit03]. **animators** [Gol01]. **Announcements** [Ano00b]. **anything** [Sim00a]. **appearance** [WM01]. **Application** [Ano02e, TDM00]. **applied** [Lem01]. **Applying** [WM01]. **approach** [SGH⁺01, TPLD04]. **Approximate** [BKZ01]. **arbitrary** [WL01]. **archeological** [Lem01]. **architectural** [LDG01]. **area** [WM03]. **Art** [Pet07, Bes03, EW00a, EW00b, Ebe02, Ebe03, Huh04, Kal04, Wes03b]. **Artificial** [TPLD04]. **Artist** [Wes00c, Eas06, Wes00e, Wes02b]. **Artists** [Cra02, KM01]. **arts** [Ebe03, Wes09]. **Asia** [Wes07a]. **Atlanta** [Ano02d]. **Attract** [WEL02]. **Audience** [WEL02]. **Augmented** [Lar06, BGL05, Dia09]. **August** [ACM01, Ano02d]. **automatic** [CS01, HSKK01]. **Automating** [SM01]. **Avatar** [Lap00]. **Avatars98** [DG00]. **Avatars99** [DG00]. **Award** [Ano01a, Ano01c, Ano01b]. **Awards** [Ano01a, Ano01c, Ano01b].

baby [Ben06]. **backto** [Mac00a]. **backward** [CB00]. **bandwidth** [Wal00]. **bandwidth-starved** [Wal00]. **Bangkok** [Tuf07]. **based** [BG01, BE01, DTB02, FvdPT01, Hib00c, Jag00, JDD⁺01, LDG01, MS01, OCE01, OCDD01, Var05, vdDKP01, vdHD08]. **basis** [CBC⁺01]. **be** [Lem01]. **BEAT** [CVB01]. **been** [Sim00a]. **beginning** [CHLS04, Spe05a]. **begins** [Car00c]. **behavior** [PvdDJ⁺01, CVB01]. **behind** [Bra04]. **being** [TCMS04]. **Ben** [Slo06]. **better** [Cam01]. **between** [Bes00]. **bidirectional** [LYS01]. **bigger** [War06]. **binary** [KB00]. **biological** [Hib03d]. **birth** [Rou01b]. **blur** [BE01]. **Boeing** [BK02]. **BOF** [Rhy00b]. **bolts** [Che01]. **book** [Ell00c]. **Boolean** [BKZ01]. **borders** [Lew09]. **Boston** [Gre06]. **BRDF** [KE09]. **BRDFs** [KC08, MAA01]. **breakdown** [Rou01a]. **Breaking** [Sch08a]. **bridges** [Wes09]. **brushes** [BSLM01]. **buffer** [WFP⁺01]. **Building** [Hib02a, Wes09]. **business** [Par00b].

CA [ACM01, Ano02d]. **Cailliau** [Sch08b, Sch08c]. **Calendar** [Ano02f]. **Call** [Ano02d, Ano02g]. **camera** [SGH⁺01]. **can** [Lem01, Leo02a, Zir07]. **Canadian** [Woo04]. **capture** [RS09, Sco03b]. **cardiac** [MP00]. **career** [Wes04c]. **Carnegie** [Slo06]. **Carto** [Rhy00b]. **cartoon** [Fox00, Lar06]. **castles** [Ama08]. **cellular** [LDG01]. **center** [McA03, Rhy00c]. **Century** [Ama08]. **CFP2000** [Ell00c]. **chair** [Slo06]. **Challenges** [Tal04]. **chapter** [CK05, Leo02b, Zha07, Tuf07]. **Chapters** [Ano00c, Ano02j, Ano02h, Ano02i, Ano04e, Ano05c, Lan00a, Cle00, Woo04]. **character** [DTB02, FvdPT01]. **character-based** [DTB02]. **characters** [Hib02b, Las01, PF01, Sim00b]. **China** [SP01]. **cities** [PM01]. **cloning** [yNN01]. **closer** [Sco03a]. **clusters** [HEB⁺01, SEP⁺01]. **co** [Sch08b, Sch08c]. **co-developer** [Sch08b, Sch08c]. **cold** [Bes00]. **collaborating** [KM01]. **collaborative** [EB00, Ma07a]. **come** [Kol08]. **comes** [Wes03b]. **Comics** [Lan00b, Lan01, Lan02a, Lan02b, Lan02c]. **commentary** [Eas06]. **Committee** [Ell00a,

Ell02b, NER01, Ano00a, Ano00e, Ano02d].
Communication [Wes03a, McA03].
communicator [Sim00b]. **community** [Rhy00a, RV00]. **complex** [DDB00, WFP⁺01]. **Components** [Hib02a].
Composable [FvdPT01]. **compression** [AD01, Zir07]. **computational** [Hib01b].
Computer [Ano01a, Ano01c, Ano02k, Ano02l, CESA01, CEK⁺02, DH00, Mac00a, Mac00b, Mac01a, McA03, PaHL00, Rou00a, SP01, Wes03b, Wes03c, Wes05a, Wol00, BST⁺00, Cam01, CJ01, CHLS04, EW00a, EW00b, EB00, Gol01, KE09, Las01, Mac00c, MP00, Rhy00a, Rou01a, Spe05b, Tho04b, TPLD04, Wes04a, Wes04b, Wes04c, Wes06a, Wes06c, WLS00, Wes06b].
computer-generated [Spe05b].
computing [YM04]. **Concept** [Gol01].
condition [WM03]. **Conference** [ACM01, Ano02d, Ano02m, Ano04f, CR00, Rhy00a, War06, Wes02c]. **Confessions** [Hib00a]. **conflict** [Hoo01]. **Connecting** [Lew09]. **considerations** [RS09].
Consistent [PSS01]. **console** [Rou01b].
Constrained [Lév01]. **constructionist** [TPLD04]. **content** [Lek02, Mil06b, Rou01a, Wal00]. **continue** [Lan00a]. **continues** [Ell02b]. **continuing** [Wes02a]. **Contribution** [Ano01c].
Contributions [Ano02n, Ano05d, Ano05e, Hib00b].
controllers [FvdPT01]. **controversial** [Ell00a]. **conversion** [CS01]. **cool** [Tho04a].
Coons [Ano01c]. **could** [Wil06]. **course** [CHLS04, EB00]. **Cover** [Sul00, Ano02a, Ano02b, Ano03a, Ano03b, Ano04a, Ano04b, Ano04c, Ano04d, Ano05a, Ano05b].
Creating [Ma07a, Sco03a]. **Creation** [Urs04, Lek02]. **Creative** [Ano01c, Gol01, Wes02b]. **creativity** [Gol01]. **crossing** [Lew09]. **crossroads** [Huh04]. **crucial** [DKJ06]. **curriculum** [CJ01]. **cyberconferences** [DG00].

D [Cav00, CB00, AC01, Ama08, BSLM01, Cai05, CBC⁺01, DG00, Hib02a, HSKK01, Jon03, KB00, Kli00, MMS00, Meg00, PvdDJ⁺01, Par00b, Pin00, RV00, Sch08a, Sha00b, TCMS04, Tho04a, Umb06, Wit07].
DAB [BSLM01]. **Daniel** [Lin07]. **data** [Eic00, KBSS01, Ma07a, Slo06, Zir07].
Dawn [BB04]. **Debevec** [Ano01b].
decorative [Hau01]. **Dedication** [Fiu01a].
Deepwave [Car00a]. **defining** [Wes03c].
deformations [DDCB01]. **demo** [BB04].
depths [Wes06a]. **design** [Slo06].
Designing [BGL05]. **desktop** [Lek02].
detailed [NER01]. **developer** [Sch08b, Sch08c]. **Developers** [Rhy00a].
Developing [DTB02]. **development** [MMS00, Sau03]. **devices** [Wal00]. **diary** [Die00]. **Diego** [Bus07]. **diffraction** [TFNC01]. **diffuse** [BG01]. **diffusion** [Ost01]. **dig** [Lem01]. **digital** [Dar04, Ebe03, Ell00c, Jon03, PF01, Pet07, Wes00e].
dimensional [Eic00, MP00, Tup01].
direction [Ell02a]. **discovery** [Wes04a].
discussion [Ell00b, Ell02c]. **display** [KKYK01, SEP⁺01]. **Distance** [Sul02]. **div** [McC00]. **do** [Sim00a]. **documenting** [Gol01]. **Doing** [Gre05]. **domain** [Ell00c, Zir07]. **dots** [Lew09]. **down** [BGGH05]. **Dr.** [Sch08b, Sch08c]. **dream** [Mat00]. **DWeb** [Rui00]. **Dynamic** [DDCB01, Mil06a]. **dynamics** [MP00].

e-business [Par00b]. **Early** [BK02]. **earth** [HBSB02]. **easier** [Swi08]. **easy** [PF00].
easy-to-use [PF00]. **editing** [OCDD01].
Editor [GA02, Ano04g, Ano04h, Ano04i, Ano04j, Ano05f, Ano05g, Wes08a, Wes08b, Hib00b, Sul01]. **Education** [EW00a, Kol08, Wol00, CK05]. **educators** [BB01]. **effective** [AS01]. **effects** [Wil06, vdDKP01]. **efficient** [Ost01, RH01a].
efforts [Ell02b, Hib01c]. **Eighth** [Ano02o].
Einstein [Wes02a]. **Elections** [Ano00a, Ano02c]. **electronic**

[KB00, McA03]. **emerging** [Ma04a]. **emotional** [Rou01a]. **End** [Lek02, Spe05a]. **End-to-end** [Lek02]. **Energy** [CK05]. **engine** [LKM01, Wil06]. **engineering** [Bro04]. **Enormous** [Wes00a]. **entanglement** [Mas04]. **entry** [ZCHS02]. **environment** [BST⁺00, RH01a, RSR⁺01]. **environments** [Rui00, Sco03a, TFNC01, Ano02o]. **environments/** [Rui00]. **EPA** [Rhy00c]. **error** [Ost01]. **error-diffusion** [Ost01]. **Escher** [Jag00]. **essentials** [Hoo01]. **estimation** [HSKK01]. **Eurographics** [Ano02o]. **events** [DH00]. **evolution** [Dia09]. **example** [Zir07]. **examples** [Tay00]. **excitement** [Tal04]. **Executive** [Ano00e, Ano02d]. **exhale** [Sim00a]. **exhibit** [Bru00]. **exhibition** [Bar08]. **experience** [GA04a]. **experiences** [GA04b]. **exploration** [Wes04a]. **Exploring** [Ama08, Gil01]. **Expression** [CVB01, yNN01, LSZ01]. **Expressive** [LSZ01, LM02]. **extends** [Wes05b]. **extraction** [KBSS01]. **extreme** [HLM01]. **eyes** [Wes00a]. **EZTV** [Mas04].

facial [RS09]. **factorization** [MAA01]. **Facts** [Wes08b]. **fairy** [RV00]. **fairy-tale** [RV00]. **fast** [Sim00a]. **Fear** [Bus07]. **Feature** [KBSS01, LDG01]. **Feature-based** [LDG01]. **FEELEX** [IYNK01]. **feet** [Wes02c]. **few** [DH00]. **fewest** [Abt03]. **fiction** [Wes08b]. **fidelity** [WFM01b]. **field** [Hib01b, Ma04a]. **Fields** [Sul02]. **files** [Ano02t, Hib01b, Hib01c]. **fills** [Var05]. **film** [Umb06, Wit07]. **filmmaking** [Swi08]. **Finding** [Wes06b, Wes06c, Slo06]. **first** [War06]. **fixed** [Dia09]. **fixed-mobile** [Dia09]. **flexible** [BST⁺00]. **fluid** [MP00]. **Focus** [Woo04]. **focused** [Eas06]. **FoleyAutomatic** [vdDKP01]. **forecast** [MMS00]. **forest** [Bru00, DDB00]. **form** [BKZ01]. **formulae** [Tup01]. **formulation** [BK02]. **forwards** [CB00]. **found** [Lem01].

Fournier [Fiu01a]. **framework** [RH01b]. **free** [BKZ01, Tup01]. **free-form** [BKZ01]. **frustrations** [KM01, Wes04b]. **Fry** [Slo06]. **fuel** [Tal04]. **fully** [HSKK01]. **functions** [CBC⁺01, LYS01]. **Funnelvision** [Fox00]. **future** [BGGH05, Eds08, Umb06].

GA [Ano02d]. **gait** [SM01]. **gallery** [Ano00f, Ebe02, Ebe03]. **Game** [Wes05b, Wes04c, Rhy00a]. **Games** [Rou00a, Rou01a, Bla05, Dar07, Rhy00a, Swi08]. **Gaming** [Rou00a, Rou00b, Rou01b]. **Gävle** [ZCHS02]. **Gearing** [GA04c]. **generalization** [AS01]. **generated** [Spe05b]. **generation** [SM01]. **geometry** [PG01]. **Germany** [CESA01]. **get** [Lap00, Wes04d]. **getting** [Leo02a, Wit07]. **Giloi** [Mac01a]. **global** [MTAS01]. **glossy** [BG01]. **good** [GA04b, Hoo01]. **Goodbye** [Hib03a]. **graduate** [DKJ06]. **Graphics** [Ano01a, Ano01c, Ano02g, Bar00, Mac00b, Rou00a, Spa07, Wol00, Ano02k, Ano02l, Cam01, CESA01, CEK⁺02, CHLS04, DH00, EW00a, EW00b, Eds08, HEB⁺01, IYNK01, KE09, Mac00a, Mac00c, Mac01a, McA03, PaHL00, PF00, PMTH01, Rou00b, Rou01b, SP01, Tho04a, Tho04b, TPLD04, Wes03c, Wes04a, Wes04b, Wes04c, Wes05a, Wes06a, Wes06c, WLS00, Wes06b]. **graphing** [Tup01]. **grasping** [Wes00a]. **Green** [Mac00c]. **grounds** [Hau05]. **grow** [Lan00a]. **growth** [Wes03a]. **Guerilla** [Bra04]. **Guest** [Hib00b, Sul01]. **guided** [MTAS01]. **gyromouse** [DKJ06].

hands [Wes00a]. **haptic** [BSLM01, IYNK01]. **hardware** [PMTH01]. **hatching** [PHWF01]. **'HDR** [Mil06a]. **heart** [MP00]. **Heat** [WEL02]. **heaven** [Swi08]. **hidden** [Wes04d]. **High** [DKJ06, Mil06a, Cai05, MAA01, SGH⁺01, SEP⁺01, Zir07]. **high-performance** [MAA01, SEP⁺01]. **highly** [WFP⁺01]. **historic** [RF06]. **history** [Mac00c, Mac01b].

HIT [BGGH05]. **Hokule'a** [Wes02a].
Hollywood [Swi08]. **Homomorphic**
 [MAA01]. **Hong** [PaHL00]. **Hopgood**
 [Mac00c]. **hostess** [Par00a]. **house** [Mni00].
human [MP00, WM03, BGGH05].
humanities [McA03]. **Hybrid** [SGH⁺01].
hydrological [TDM00]. **Hypercosm**
 [Meg00].

IBR [SGH⁺01]. **IceBorg** [Bes00]. **ideas**
 [Spa07]. **If** [Kol08]. **illumination** [MTAS01].
Illustrative [RBGV08]. **Image**
 [BG01, BE01, EF01, HJO⁺01, OCDD01,
 vdHD08, Bes03, SGH⁺01]. **Image-based**
 [BG01, BE01, OCDD01]. **Images**
 [Ano02p, Wes00b, Wes00c, LSZ01, Wes03c].
imaginary [Ano00f]. **imaging** [KNB⁺04].
immersive [RSR⁺01, SR00]. **improving**
 [AS01]. **individual** [GA04b]. **industry**
 [Cal01, ZCHS02]. **Information**
 [WM03, Jon03, PMKL01, Rhy00c, Wes03a].
informed [Ell02c]. **Innovations** [Deb06].
insights [Roh07]. **Installation** [Bes03].
installations [DTB02]. **instruction** [Urs04].
Integrating [WFM01a]. **Intel** [Pit03].
intellectual [Ell00c]. **intelligence**
 [TPLD04]. **intelligent** [Hib01a].
interaction [PvdDJ⁺01]. **Interactive**
 [KKYK01, Par00b, AC01, Bar00, BSLM01,
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Interactivity [LM02]. **interdisciplinary**
 [EB00]. **Interface**
 [BGGH05, Hib02a, DKJ06, Par00b].
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Inventing [BGGH05]. **inverse** [RH01b].
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 [WEL02]. **ities** [Tho04b]. **iVisit** [Dia09].

Janimation [Her04]. **Japanese** [Ama08].
joys [Wes04b].

kelp [Bru00]. **key** [LM02]. **Kizamu** [PF01].
knitwear [XCL⁺01]. **knowledge** [Ma07a].

Kong [PaHL00]. **Korea** [CEK⁺02].

la.fabrique [KB00]. **Lab** [BGGH05].
Laboratory [BGGH05, MMS00]. **Lance**
 [Ano01c]. **landing** [Kli00]. **language**
 [Bar00, Wes00d]. **Large** [Hib03b]. **layout**
 [Lem01]. **Learning**
 [Spe05b, Bro04, Sco03a, Var05]. **less** [Bla05].
Library [Hib02a]. **lies** [Cor09]. **life**
 [Lap00, Sco03b, Bar08]. **light**
 [JMLH01, WM01]. **Lightning** [SEP⁺01].
Lightning-2 [SEP⁺01]. **like** [Wes02a].
Liming [Zha07]. **line** [Ell00c, Mat00, RV00].
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 [EW00a, EW00b]. **literal** [Wes03c]. **little**
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 [Bra04, GA04a]. **longer** [Wes00b]. **look**
 [Bra04]. **looking** [CB00, Mac00a]. **Lord**
 [Sco03b]. **lossless** [AD01]. **lot** [Swi08].
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machines [Hib01a]. **made** [Ell02a, Swi08].
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 [Umb06, Wes02b, Wes06d, Meg00, Tho04a].
mammalian [WFM01a]. **manifold** [WL01].
MANs [KC08]. **mapping**
 [Gol01, Lévo1, LSZ01, SSGH01]. **maps**
 [AS01, FFBG01, MGW01, RH01a]. **match**
 [Swi08]. **matching** [HSKK01].
mathematical [Tup01]. **me** [Ben06].
meaning [Wes03c]. **measurement** [CR00].
Measuring [WFM01b]. **media** [Wal00].
media-rich [Wal00]. **medium**
 [DG00, Kal04]. **Meeting** [Ano02d]. **meets**
 [Rhy00b]. **Mellon** [Slo06]. **Members**
 [Ano04k, Ano04l, Ano04m, Ano05h, Ano05i].
Membership [Ano02e]. **mesh** [PSS01].
meshes [AD01, Lévo1, SSGH01]. **Message**
 [Owe06]. **method** [AC01, Sau03]. **methods**
 [Slo06, Tup01]. **microbrowser** [Sha00b].
mind [Gol01]. **Minutes** [Ano00e, Ano02d].
Miranda [Eas06]. **mixed** [GA04d]. **mobile**

[Dia09]. **model**
 [DDB00, JDD⁺01, JMLH01, MP00, PF00].
Modeling
 [Abt03, Dar07, TFNC01, Wol00, Cai05, OCDD01, PM01, PMKL01, TDM00, WLS00].
modelling [vdHD08]. **models**
 [KE09, LDG01, WFM01a, WM01].
moments [Hoo01]. **mosaics** [Hau01].
motion [BE01, OCE01, RS09]. **mountain**
 [Roh07]. **movie** [TCMS04]. **Movies**
 [Rou00a, Dar07]. **much**
 [Sco03a, War06, Wes02c]. **multi**
 [Eic00, RSR⁺01]. **multi-dimensional**
 [Eic00]. **multi-user** [RSR⁺01]. **multimedia**
 [Eas06]. **museum** [KB00, Mas04]. **music**
 [Car00a]. **musical** [RSR⁺01]. **Mystery**
 [Mni00]. **myth** [Roh07].

names [Ell00c]. **neat** [Gre05]. **NEC**
 [Hib01c]. **need** [Var05]. **nervous** [Rou01a].
next [Cam00, Ma07b]. **Nierenberg** [Slo06].
night [JDD⁺01]. **no** [Wes00b]. **NOAA**
 [MMS00]. **Nobel** [Wes01]. **Nominating**
 [Ano00a]. **notes** [Sco03b]. **NURBS** [BK02].
nuts [Che01]. **NZ** [BGGH05].

objects [CBC⁺01, PvdDJ⁺01]. **October**
 [Ano02d]. **offering** [GA04d]. **oil** [Hib03c].
old [Lem01]. **on-line** [Ell00c, Mat00, RV00].
one [Sch08b]. **online** [Mas04]. **Open**
 [Die00, Ell00b]. **operated** [McC00].
operational [Hib03b]. **operations** [BKZ01].
Oppor [Tho04b]. **Oppor-toon-ities**
 [Tho04b]. **Opportunities**
 [Mac00b, EW00b]. **Optimization** [MS01].
Optimization-based [MS01]. **options**
 [Gil01]. **organization** [Car00c].
ornamentation [Dar04]. **Other** [Lan00b,
 Lan02a, Ell00a, Lan01, Lan02b, Lan02c].
our [Cam01, GA04d]. **outreach** [Rhy00a].
Outstanding [Ano01c]. **overview** [SP01].
own [Hib03c].

Pacific [Ano02g]. **paint** [PF00]. **Painting**
 [Zen04, BSLM01]. **Papers** [Ano02g, Fiu01b].
paradox [Sch08a]. **parameterizations**
 [PSS01]. **part** [Sch08b, Sch08c, TCMS04].
participate [Cav00, Ell02c]. **pattern**
 [WFM01a]. **Paul** [Ano01b]. **PC**
 [Rou01b, SEP⁺01]. **Penn** [Zha07]. **people**
 [DH00]. **perceived** [War06]. **Perception**
 [MTAS01, CR00, Lar06].
Perception-guided [MTAS01].
performance
 [Mat00, MAA01, Sco03b, SR00, SEP⁺01].
personal [Pet07]. **perspective**
 [BN06, Pet07]. **photo** [OCDD01].
Photorealistic [XCL⁺01]. **physical**
 [PvdDJ⁺01]. **physically**
 [JDD⁺01, OCE01, vdDKP01].
physically-based [JDD⁺01, vdDKP01].
physics [FvdPT01]. **physics-based**
 [FvdPT01]. **pioneering** [DG00]. **Pioneers**
 [Mac00b, Ano02l, Mac00a, Mac01a].
pipeline [Car00c, Tho04a]. **Pittsburgh**
 [Abt03]. **place** [Bes00]. **placemaking**
 [Roh07]. **places** [DH00]. **Plague**
 [Wes00c, Wes00e]. **plants** [PMKL01]. **play**
 [DKJ06]. **Playing** [Wes04c]. **Plenoptic**
 [AC01]. **point** [PG01]. **point-sampled**
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