

## References

- ASHIKHMIN, M., PREMOZE, S., and SHIRLEY, P. 2000. A Microfacet-based BRDF Generator. In *Proceedings of ACM SIGGRAPH 2000*, 65-74.
- ASHIKHMIN, M. and SHIRLEY, P. 2000. An Anisotropic Phong BRDF Model. *Journal of Graphics Tools* 5, 2, 25-32.
- ASHIKHMIN, M. and SHIRLEY, P. 2002. Steerable Illumination Textures. *ACM Transactions on Graphics* 21, 1, 1-19.
- ASHIKHMIN, M. and GHOSH, A. 2003. Simple Blurry Reflections with Environment Maps. *Journal of Graphics Tools* 7, 4, 3-8.
- BANKS, D. 1994. Illumination in Diverse Codimensions. In *Proceedings of ACM SIGGRAPH 94*, 327-334.
- BLINN, J. 1977. Models of Light Reflection for Computer Synthesized Pictures. In *Computer Graphics (Proceedings of ACM SIGGRAPH 77)* 11, 2, 192-198.
- BARZEL, R. 1997. Lighting Controls for Computer Cinematography. *Journal of Graphics Tools* 2, 1, 1-20.
- CONRAN, P. 2005. SpecVar Maps: Baking Bump Maps into Specular Response. Technical Sketch in *ACM SIGGRAPH 2005 Conference Abstracts and Applications*.
- COOK, R. and TORRANCE, K. 1981. A Reflectance Model for Computer Graphics. In *Computer Graphics (Proceedings of ACM SIGGRAPH 81)* 15, 3, 307-316.
- DÜR, A. 2006. An Improved Normalization for the Ward Reflectance Model. *Journal of Graphics Tools* 11, 1, 51-59.
- FOURNIER, A. 1992. Normal Distribution Functions and Multiple Surfaces. In *Proceedings of Graphics Interface 1992 Workshop on Local Illumination*, 45-52.
- GLASSNER, A. 1994. *Principles of Digital Image Synthesis*, Morgan Kaufmann Publishers Inc.
- HAO, X., BABY, T. and VARSHNEY, A. 2003. Interactive Subsurface Scattering for Translucent Meshes. In *Proceedings of 2003 ACM Symposium on Interactive 3D Graphics*, 75-82.
- KAUTZ, J. and MCCOOL, M. 2000. Approximation of Glossy Reflection with Prefiltered Environment Maps. In *Proceedings of Graphics Interface 2000*, 119-126.

- KAUTZ, J., VÁZQUEZ, P.-P., HEIDRICH, W., and SEIDEL, H.-P. 2000. A Unified Approach to Prefiltered Environment Maps. In *Proceedings of the 11<sup>th</sup> Eurographics Workshop on Rendering*, 185-196.
- KAUTZ, J., SLOAN, P.-P., and SNYDER, J. 2002. Fast, Arbitrary BRDF Shading for Low-Frequency Lighting Using Spherical Harmonics. In *Proceedings of the 13<sup>th</sup> Eurographics Workshop on Rendering*, 301-308.
- KAUTZ, J., DAUBERT, K., and SEIDEL, H.-P. 2004. Advanced Environment Mapping in VR Applications. *Computers & Graphics* 28, 1, 99-104.
- LAFORTUNE, E., FOO, S.-C., TORRANCE, K., and GREENBERG, D. 1997. Non-Linear Approximation of Reflectance Functions. In *Proceedings of ACM SIGGRAPH 97*, 117-126.
- LARSON, G. 1992. Measuring and Modeling Anisotropic Reflection. In *Computer Graphics (Proceedings of ACM SIGGRAPH 92)* 26, 2, 265-272.
- LATTA, L. and KOLB, A. 2002. Homomorphic Factorization of BRDF-based Lighting Computation. *ACM Transactions on Graphics* 21, 3, 509-516.
- LEWIS, R. 1994. Making Shaders More Physically Plausible. *Computer Graphics Forum* 13, 2, 109-120.
- LIU, X., SLOAN, P.-P., SHUM, H.-Y., and SNYDER, J. 2004. All-Frequency Precomputed Radiance Transfer for Glossy Objects. In *Proceedings of the 15<sup>th</sup> Eurographics Symposium on Rendering*, 337-344.
- MALZBENDER, T., GELB, D., and WOLTERS, H. 2001. Polynomial Texture Maps. In *Proceedings of ACM SIGGRAPH 2001*, 519-528.
- MCALLISTER, D., LASTRA, A., and HEIDRICH, W. 2002. Efficient Rendering of Spatial Bidirectional Reflectance Distribution Functions. In *Proceedings of the 2002 ACM SIGGRAPH/Eurographics Workshop on Graphics Hardware*, 79-88.
- MCTAGGART, G. 2004. Half-Life 2 / Source Shading. Game Developers' Conference 2004.
- NASSAU, K. 2001. *The Physics and Chemistry of Color, 2nd Edition*. Wiley-Interscience.
- NICODEMUS, F., RICHMOND, J., HSIA, J., GINSBERG, I., and LIMPERIS, T. 1977. Geometric Considerations and Nomenclature for Reflectance. National Bureau of Standards (US) Monograph 161.

- NG, R., RAMAMOORTHY, R., and HANRAHAN, P. 2003. All-Frequency Shadows Using Non-Linear Wavelet Lighting Approximation. *ACM Transactions on Graphics* 22, 3, 376-381.
- NG, R., RAMAMOORTHY, R., and HANRAHAN, P. 2004. Triple Product Wavelet Integrals for All-Frequency Relighting. *ACM Transactions on Graphics* 23, 3, 477-487.
- NGAN, A., DURAND, F., and MATUSIK, W. 2005. Experimental Analysis of BRDF Models. In *Proceedings of the 16<sup>th</sup> Eurographics Symposium on Rendering*, 117-126.
- OLANO, M. and NORTH, M. 1997. Normal Distribution Mapping. UNC Chapel Hill Computer Science Technical Report 97-041.
- OREN, M. and NAYAR, S. 1994. Generalization of Lambert's Reflectance Model. In *Proceedings of ACM SIGGRAPH 94*, 239-246.
- PHONG, B.-T. 1975. Illumination for Computer Generated Pictures. *Communications of the ACM* 18, 6, 311-317.
- RAMAMOORTHY, R. and HANRAHAN, P. 2001. An Efficient Representation for Irradiance Environment Maps. In *Proceedings of ACM SIGGRAPH 2001*, 497-500.
- RAMAMOORTHY, R. and HANRAHAN, P. 2002. Frequency Space Environment Map Rendering. *ACM Transactions on Graphics* 21, 3, 517-526.
- SCHILLING, A. 1997. Antialiasing of Bump Maps. Technical Report, Wilhelm-Schickard-Institut für Informatik, University of Tübingen.
- SCHILLING, A. 1997. Toward Real-Time Photorealistic Rendering: Challenges and Solutions. In *Proceedings of the 1997 ACM SIGGRAPH/Eurographics Workshop on Graphics Hardware*, 7-16.
- SCHILLING, A. 2001. Antialiasing of Environment Maps. *Computer Graphics Forum* 20, 1, 5-11.
- SCHLICK, C. 1994. A Survey of Shading and Reflectance Models. *Computer Graphics Forum* 13, 2, 121-131.
- SHIRLEY, P., HU, H., SMITS, B., and LAFORTUNE, E. 1997. A Practitioners' Assessment of Light Reflection Models. In *Proceedings of Pacific Graphics 1997*, 40-49.
- SLOAN, P.-P., KAUTZ, J., and SNYDER, J. 2002. Precomputed Radiance Transfer for Real-Time Rendering in Dynamic, Low-Frequency Lighting Environments. *ACM Transactions on Graphics* 21, 3, 527-536.

- SLOAN, P.-P., HALL, J., HART, J., and SNYDER, J. 2003. Clustered Principal Components for Precomputed Radiance Transfer. *ACM Transactions on Graphics* 22, 3, 382-391.
- SLOAN, P.-P. 2006. Normal Mapping for Precomputed Radiance Transfer. In *Proceedings of 2006 ACM Symposium on Interactive 3D Graphics and Games*, 23-26.
- TAN, P., LIN, S., QUAN, L., GUO, B., and SHUM, H.-Y. 2005. Multiresolution Reflectance Filtering. In *Proceedings of the 16<sup>th</sup> Eurographics Symposium on Rendering*, 111-116.
- TOKSVIG, M. 2005. Mipmapping Normal Maps. *Journal of Graphics Tools* 10, 3, 65-71.
- TOMOMICHI, K. 2001. Detailed Shape Representation with Parallax Mapping. In *Proceedings of the 11<sup>th</sup> International Conference on Artificial Reality and Telexistence*, 205-208.
- WALTER, B. 2005. Notes on the Ward BRDF. Technical Report PCG-05-06, Program of Computer Graphics, Cornell University.
- WELSH, T. 2004. Parallax Mapping with Offset Limiting: A Per-Pixel Approximation of Uneven Surfaces. Technical Report, Infiscape Corporation.
- WESTIN, S., ARVO, J., and TORRANCE, K. 1992. Predicting Reflectance Functions from Complex Surfaces. In *Computer Graphics (Proceedings of ACM SIGGRAPH 92)* 26, 2, 255-264.