Curriculum Vitae

Dr. Mark Pauly

Associate Professor

Computer Graphics and Geometry Laboratory

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Personal

1974   born in Bernkastel-Kues, Germany

Nationality   German

Education

2003   Ph.D. in Computer Science (ETH medal), ETH Zurich, Switzerland

1999   Diploma Degree in Computer Science (with honors), TU Kaiserslautern, Germany

Academic Positions

since Dec. 2009	Associate Professor at the I&C School, EPFL, Lausanne, director of the EPFL Computer Graphics and Geometry Laboratory
Apr. 2005 – Nov. 2009	Assistant Professor at the Computer Science Department, ETH Zurich
Aug. 2005	Visiting Assistant Professor at Stanford University, USA
Aug. 2003 – Apr. 2005	Postdoctoral Scholar at Stanford University, USA
Apr. 2000 – Jul. 2003	Research Assistant and Ph.D. Student at ETH Zurich
Oct. 1997 – Apr. 1998	Research Assistant at the University of New South Wales, Australia

Professional Activities

Conference Organization

Program co-chair of the Symposium on Advances in Architectural Geometry, 2016

Organizer of Symposium on Architectural Geometry as part of Curves and Surfaces Conference, 2014

Conference chair Symposium on Geometry Processing, 2011

Program co-chair Symposium on Architectural Geometry, 2010

STARs co-chair Eurographics Conference, 2009

Program co-chair Shape Modeling International 2007

General chair IEEE/Eurographics Symposium on Point-Based Graphics 2006

Program co-chair IEEE/Eurographics Symposium on Point-Based Graphics 2005

Paper Committees

ACM Siggraph Conference 2004, 2007, 2008, 2010, 2014

Eurographics Symposium on Geometry Processing 2005, 2006, 2007, 2008, 2009, 2010, 2012

Advances in Architectural Geometry 2012, 2014

ACM SIGGRAPH/Eurographics Symposium on Computer Animation 2005, 2006, 2007, 2009

Eurographics Conference 2004, 2012, 2015

Pacific Graphics Conference 2004, 2005, 2007

IEEE/Eurographics Symposium on Point-Based Graphics 2004

Vision, Modeling, and Visualization, 2004, 2005, 2006

IEEE Symposium on Interactive Raytracing 2006

ACM Symposium on Interactive 3D Graphics and Games 2007

Shape Modeling International 2008, 2009

Editorial Work

Editor of Advances in Architectural Geometry, Springer, 2010,

Guest Editor of The Visual Computer, Springer, 2004

Guest Editor of Computers & Graphics, Elsevier, 2004

Journal, Conference, and Grant Reviewing

ACM Siggraph Conference, ACM Transactions on Graphics, IEEE Visualization Conference, IEEE Computer Graphics & Applications, IEEE Transactions on Visualization and Computer Graphics, IEEE Transactions on Pattern Analysis and Machine Intelligence, Eurographics Conference, Eurographics Symposium on Rendering, Eurographics Symposium on Geometry Processing, Graphics Interface Conference, Vision, Modeling, and Visualization Workshop, Pacific Graphics Conference, Computers & Graphics Journal, Shape Modeling International, Visual Computer Journal, Graphical Models Journal, Journal on Computing and Cultural Heritage, International Conference in Central Europe on Computer Graphics, Visualization and Computer Vision, Swiss National Science Foundation, European Research Council, Austrian Science Fund

Prizes and academic honours

2015   Best Paper Award: Tagliasacchi, Schroeder, Tkach, Bouaziz, Botsch, Pauly: *Robust Articulated ICP for Real-Time Hand Tracking,* Eurographics Symposium on Geometry Processing

2012   Best Paper Award: Kiser, Eigensatz, Nguyen, Bompas, Pauly: *Architectural Caustics – Controlling Light with Geometry*, Advances in Architectural Geometry

2012   EPFL Polysphere Teaching Award

2009   Best Student Paper Award: Weise, Li, vanGool, Pauly: *Face/Off: Live Facial Puppetry*, ACM SIGGRAPH/Eurographics Symposium on Computer Animation

2007   ACM SIGGRAPH Course Award: Botsch, Pauly, Kobbelt, Alliez, Levy, Roessl, Bischoff: *Geometric Modeling Based on Polygon Meshes*, ACM SIGGRAPH

2006   Eurographics Young Researcher Award

2006   Best Paper Award: Botsch, Pauly, Gross, Kobbelt: *PriMo: Coupled Prisms for Intuitive Surface Modeling*, Eurographics Symposium on Geometry Processing

2004   ETH medal for outstanding dissertation: Pauly: *Point Primitives for Interactive Modeling and Processing of 3D Geometry*, Hartung Gorre, ISSN 1439-5053, 2003

Invited lectures at international conferences

2015   Keynote: Design Modelling Symposium, Copenhagen, Denmark

2014   Keynote: *Computational Architecture,* International Symposium on Advances in Architectural Geometry, London, UK

2013   Keynote: *Realtime Performance-based Facial Avatars for Immersive Gameplay*, ACM Symposium on Motion in Games, Dublin, Ireland

   Invited Talk: *Computational Caustics,* EPFL Night of the Museum

2012   Keynote: *Performance-driven Facial Animation*, Conference on Facial Analysis and Animation, Vienna, Austria

   Invited Talk: *Computational Caustics,* EPFL Photonics Day

   Invited Talk: *Graphics Innovation for Immersive Gameplay,* Symposium Gameculture – Next Level, EPFL

   Invited Talk: *Architectural Caustics – Controlling Light with Geometry,* International Symposium on Advances in Architectural Geometry, Paris, France

2010   Invited Lecture: *Paneling Architectural Freeform Surfaces,* Curves and Surfaces Conference - Architectural Geometry, Avignon, France

2009   Keynote: *The Symmetry of Things,* Shape Modeling International Conference, Beijing, China

   Invited Talk: *Stage: Structure-Aware Geometry*, International Workshop on Surfaces, Meshes, Geometric Structures*, Admont, Austria*

2008   Invited Talk: *Symmetry for Archictectural Design*, International Symposium on Advances in Architectural Geometry, Vienna, Austria

2007   Invited Talk: *Embedded Deformation*, International Workshop on Polyhedral surfaces and industrial applications, Strobl, Austria

Invited Talk: *Surface Reconstruction Using Local Shape Priors,* Symposium on Geometry Processing, Barcelona, Spain

Invited Talk: *Symmetry Detection and Symmetrization,* Symposium on Visual Computing - Convergence of Computer Graphics and Computer Vision, Dagstuhl, Germany

2006   Invited Talk: *Probabilistic Fingerprints for Shapes*, Symposium on Geometry Processing, Cagliari, Italy

Publications

Articles in peer reviewed journals and conference proceedings

1. A. Ichim, S. Bouaziz, M. Pauly: Dynamic 3D Avatar Creation from Hand-held Video Input, ACM Transactions on Graphics (SIGGRAPH), 2015
2. A. Kaspar, B. Neubert, D. Lischinski, M. Pauly, J. Kopf: Sel-Tuning Texture Optimization, Computer Graphics Forum (Eurographics), 2015
3. B. Deng, S. Bouaziz, M. Deuss, A. Kaspar, Y. Schwartzburg, M. Pauly: Interactive Design Exploration of Constrained Meshes, Compute-Aided Design 61:13-23, 2015
4. A. Tagliasacchi, M. Schroder, A. Tkach, S. Bouaziz, M. Botsch, M. Pauly: Robust Articulated ICP for Real-Time Hand Tracking, Eurographics Symposium on Geometry Processing, 2015
5. M. Deuss, D. Panozzo, E. Whiting, Y. Liu, P. Block, O. Sorkine-Hornung, M. Pauly: Assembling Self-Supporting Structures, ACM Transactions on Graphics (SIGGRAPH Asia), 2014
6. S. Bouaziz, S. Martin, T. Liu, L. Kavan, M. Pauly: Projective Dynamics: Fusing Constraint Projections for Fast Simulation, ACM Transactions on Graphics (SIGGRAPH), 2014
7. Y. Schwartzburg, R. Testuz, A. Tagliasacchi, M. Pauly: High-contrast Computational Caustic Design, ACM Transactions on Graphics (SIGGRAPH), 2014
8. Garg, A. Sageman-Furnas, B. Deng, Y. Yue, E. Grinspun, M. Pauly, M. Wardetzky: Wire Mesh Design, ACM Transactions on Graphics (SIGGRAPH), 2014
9. D. Ceylan, N. Mitra, Y. Zheng, M. Pauly: Coupled Structure-from-Motion and 3D Symmetry Detection for Urban Facades, ACM Transactions on Graphics 2014
10. Deng, S. Bouaziz, M. Deuss, A. Kaspar, Y. Schwartzburg, M. Pauly: Interactive Design Exploration for Constrained Meshes, Computer Aided Design, 2014
11. M. Dang, D. Ceylan, B. Neubert, M. Pauly: SAFE: Structure-aware Facade Editing, Computer Graphics Forum (Eurographics), 2014
12. S. Lienhard, M. Specht, B. Neubert, M. Pauly, P. Müller: Thumbnail Galleries for Procedural Models, Computer Graphics Forum (Eurographics), 2014
13. S. Bouaziz, Y. Wang, M. Pauly: Online Modeling For Realtime Facial Animation, ACM Transactions on Graphics (SIGGRAPH), 2013
14. Ceylan, W. Li, N. Mitra, M. Agrawala, M. Pauly: Designing and Fabricating Mechanical Automata from Mocap Sequences, ACM Transactions on Graphics (SIGGRAPH Asia), 2013

15. N. Mitra, M. Pauly, M. Wand, D. Ceylan: Symmetry in 3D Geometry: Extraction and Applications, Computer Graphics Forum, 2013

16. S. Bouaziz, A. Tagliasacchi, M. Pauly: Sparse Iterative Closest Point, Computer Graphics Forum (Symposium on Geometry Processing), 2013

17. M. Pauly, M. Eigensatz, P. Bompas, F. Rist, R. Krenmuller: Controlling Caustics, Glass Performance Days, 2013

18. R. Testuz, Y. Schwartzburg, M. Pauly: Automatic Generation of Constructable Brick Sculptures, Eurographics Short Paper, 2013

19. B. Deng, S. Bouaziz, M. Deuss, J. Zhang, Y. Schwartzburg, M. Pauly: Exploring Local Modifications for Constrained Meshes, Computer Graphics Forum (Eurographics), 2013

20. Y. Schwartzburg, M. Pauly: Fabrication-aware Design with Intersecting Planar Pieces, Computer Graphics Forum (Eurographics) 2013

21. T. Kiser, M. Eigensatz, M. Nguyen, P. Bompas, M. Pauly: Architectural Caustics – Controlling Light with Geometry, Advances in Architectural Geometry, 2012

22. S. Bouaziz, M. Deuss, Y. Schwartzburg, T. Weise, M. Pauly: Shape-Up: Shaping Discrete Geometry with Projections, Computer Graphics Forum (SGP), 2012

23. L. Luo, H. Li, S. Paris, T. Weise, M. Pauly, S. Rusinkiewicz: Multi-View Hair Capture Using Orientation Fields, IEEE Int. Conference on Computer Vision and Pattern Recognition (CVPR), 2012

24. Ceylan, N. Mitra, H. Li, T. Weise, M. Pauly: Factored Façade Acquisition using Symmetric Line Arrangements, Computer Graphics Forum (Proceedings of Eurographics), 2012

25. H. Li, L. Luo, D. Vlasic, P. Peers, J. Popovic, M. Pauly, S. Rusinkiewicz: Temporally Coherent Completion of Dynamic Shapes, ACM Transactions on Graphics. 2012

26. Y. Schwartzburg, M. Pauly: Design and Optimization of Orthogonally Intersecting Planar Surfaces, Computational Design and Modelling, 2011

27. T. Weise, S. Bouaziz, H. Li, M. Pauly: Realtime Performance-Based Facial Animation, ACM Transactions on Graphics (Proceedings of SIGGRAPH), 2011

28. Käser, M. Agrawala, M. Pauly: FingerGlass: Efficient Multiscale Interaction on Multitouch Screens, ACM CHI, 2011

29. M. Eigensatz, M. Kilian, A. Schiftner, N. Mitra, H. Pottmann, M. Pauly: Paneling Architectural Freeform Surfaces, ACM Transactions on Graphics (Proceedings of SIGGRAPH), 2010

30. B. Miklos, J. Giesen, M. Pauly: Discrete Scale Axis Representations for 3D Geometry, ACM Transactions on Graphics (Proceedings of SIGGRAPH), 2010

31. H. Li, T. Weise, M. Pauly: Example-Based Facial Rigging, ACM Transactions on Graphics (Proceedings of SIGGRAPH), 2010

32. M. Eigensatz, M. Deuss, A. Schiftner, M. Kilian, N. Mitra, H. Pottmann, M. Pauly: Case Studies in Cost-Optimized Paneling of Architectural Freeform Surfaces, Advances in Architectural Geometry, 2010

33. N. Mitra, M. Pauly: Shadow Art, ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia), 2009

34. H. Li, B. Adams, L. Guibas, M. Pauly: Robust Single-View Geometry and Motion Reconstruction, ACM Transactions on Graphics (Proceedings of SIGGRAPH Asia), 2009

35. T. Weise, H. Li, L. vanGool, M. Pauly: Face/Off: Live Facial Puppetry, ACM SIGGRAPH/Eurographics Symposium on Computer Animation, 2009

36. J. Giesen, B. Miklos, M. Pauly, C. Wormser: The Scale Axis Transform, Symposium of Computational Geometry, 2009

37. M. Eigensatz, M. Pauly: Positional, Metric, and Curvature Control for Constraint-Based Surface Deformation, Computer Graphics Forum (Eurographics), 2009

38. N. Thürey, R. Keiser, U. Rüde, M. Pauly: Detail-Preserving Fluid Control, Journal of Graphical Models, 2009

39. M. Pauly, N. Mitra, J. Wallner, H. Pottmann, L. Guibas: Discovering Structural Regularity in 3D Geometry, ACM Transactions on Graphics (SIGGRAPH), 2008

40. Grabler, M. Agrawala, R. Sumner, M. Pauly: Automatic Generation of Tourist Maps, ACM Transactions on Graphics (SIGGRAPH), 2008

41. M. Eigensatz, R. Sumner, M. Pauly: Curvature-domain Shape Processing, Computer Graphics Forum (Eurographics), 2008

42. Li, R. Sumner, M. Pauly: Global Correspondence Optimization for Non-Rigid Registration of Depth Scans, Computer Graphics Forum (SGP), 2008

43. N. Mitra, M. Pauly: Symmetry for Architectural Design, Advances in Architectural Geometry, 2008

44. N. Mitra, L. Guibas, M. Pauly: Symmetrization, ACM Transactions on Graphics (SIGGRAPH), 2007

45. R. Sumner, J. Schmid, M. Pauly: Embedded Deformation for Shape Manipulation, ACM Transactions on Graphics (SIGGRAPH), 2007

46. B. Adams, M. Pauly, R. Keiser, L. Guibas: Adaptively Sampled Particle Fluids, ACM Transactions on Graphics (SIGGRAPH), 2007

47. M. Botsch, M. Pauly, M. Wicke, M. Gross: Adaptive Space Deformation Based on Rigid Cells, Computer Graphics Forum (Eurographics), 2007

48. R. Gal, A. Shamir, T. Hassner, M. Pauly, D. Cohen-Or: Surface Reconstruction Using Local Shape Priors, Eurographics Symposium on Geometry Processing, 2007

49. B. Miklos, J. Giesen, M. Pauly: Medial Axis Approximation from Inner Voronoi Balls, ACM Symposium on Computational Geometry Multimedia, 2007

50. J. Mitra, L. Guibas, M. Pauly: Partial and Approximate Symmetry Detection for 3D Geometry, ACM Transactions on Graphics (SIGGRAPH), 2006

51. M. Botsch, M. Pauly, M. Gross, L. Kobbelt: PriMo: Coupled Prisms for Intuitive Surface Modeling, Eurographics Symposium on Geometry Processing, 2006, best paper award

52. N. Mitra, L. Guibas, J. Giesen, M. Pauly: Probabilistic Fingerprints for Shapes, Eurographics Symposium on Geometry Processing, 2006

53. N. Thürey, R. Keiser, U. Rüde, M. Pauly: Detail-Preserving Fluid Control, ACM SIGGRAPH/Eurographics Symposium on Computer Animation, 2006

54. M. Wicke, M. Gross, M. Pauly, M. Mueller, P. Hatt: Versatile Virtual Materials Using Implicit Connectivity, IEEE/Eurographics Symposium on Point-Based Graphics, 2006

55. F. Cazals, J. Giesen, M. Pauly, A. Zomorodian: The Conformal Alpha Shape Filtration, The Visual Computer, 2006

56. M. Pauly, L. Kobbelt, M. Gross: Point-Based Multi-Scale Surface Representation. ACM Transactions on Graphics, 2006

57. M. Botsch, R. Sumner, M. Pauly, M. Gross: Deformation Transfer for Detail-Preserving Surface Editing, Vision, Modeling, and Visualization, 2006

58. M. Pauly, R. Keiser, B. Adams, P. Dutre, M. Gross, L. Guibas: Meshless Animation of Fracturing Solids, ACM Transactions on Graphics (SIGGRAPH), 2005

59. B. Adams, R. Keiser, M. Pauly, L. Guibas, M. Gross , P. Dutre: Efficient Ray-Tracing of Deformable Point-Sampled Surfaces, Computer Graphics Forum (Eurographics), 2005

60. M. Pauly, N. Mitra, J. Giesen, M. Gross, L. Guibas: Example-Based 3D Scan Completion, Eurographics Symposium on Geometry Processing, 2005

61. F. Cazals, J. Giesen, M. Pauly, A. Zomorodian: Conformal Alpha Shapes, IEEE/Eurographics Symposium on Point-Based Graphics, 2005

62. M. Pauly, D. Pai, L. Guibas: Quasi-Rigid Objects in Contact, ACM Siggraph/Eurographics Symposium on Computer Animation, 2004

63. M. Mueller, R. Keiser, A. Nealen, M. Pauly, M. Gross, M. Alexa: Point-Based Animation of Elastic, Plastic, and Melting Objects, ACM Siggraph Symposium on Computer Animation, 2004

64. M. Pauly, N. Mitra, L. Guibas: Uncertainty and Variability in Point Cloud Surface Data, IEEE/Eurographics Symposium on Point-Based Graphics, 2004

65. B. Adams, M. Wicke, P. Dutre, M. Gross, M. Pauly, M. Teschner: Interactive 3D Painting on Point-Sampled Objects, IEEE/Eurographics Symposium on Point-Based Graphics, 2004

66. T. Weyrich, M. Pauly, R. Keiser, S. Heinzle, S. Scandella, M. Gross: Post-processing of Scanned 3D Surface Data, IEEE/Eurographics Symposium on Point-Based Graphics, 2004

67. M. Andersson, J. Giesen, M. Pauly, B. Speckmann: Bounds on the k-Neighborhood for Locally Uniformly Sampled Surfaces, IEEE/Eurographics Symposium on Point-Based Graphics, 2004

68. M. Zwicker, R. Raesaenen, M. Botsch, C. Dachsbacher, M. Pauly: Perspective Correct Splatting, Graphics Interface, 2004

69. D. Cotting, T. Weyrich, M. Pauly, M. Gross: Robust Watermarking of Point-Sampled Geometry, International Conference on Shape Modeling and Applications, 2004

70. M. Pauly, R. Keiser, M. Gross: Multi-scale Feature Extraction on Point-Sampled Surfaces. Computer Graphics Forum (Eurographics), 2003

71. M. Pauly, R. Keiser, L. Kobbelt, M. Gross: Shape Modeling with Point-sampled Geometry. ACM Transactions on Graphics (SIGGRAPH), 2003

72. M. Pauly, M. H. Gross, L. Kobbelt: Efficient Simplification of Point-Sampled Surfaces. Proceedings of the IEEE Visualization Conference, 2002

73. M. Zwicker, M. Pauly, O. Knoll, M. Gross: Pointshop3D: An interactive system for point-based surface editing. Proceedings of ACM SIGGRAPH, 2002

74. M. Pauly, M. H. Gross: Spectral Processing of Point-Sampled Geometry. Proceedings of ACM SIGGRAPH, 2001

75. M. Pauly, T. Kollig, A. Keller: Metropolis Light Transport for Participating Media. Eurographics Workshop on Rendering, 2000

Books and Book chapters

76. M. Botsch, L. Kobbelt, M. Pauly, P. Alliez, B. Levy: Polygon Mesh Processing, AK Peters, 2010

77. C. Ceccato, L. Hesselgren, M. Pauly, H. Pottmann, J. Wallner (eds.): Advances in Architectural Geometry, ISBN-10: 3709103088, 2010

78. E. Galin, M. Pauly, B. Wyvill (eds.): Shape Modeling International 2007, IEEE Computer Society, ISBN-10:0 0-769502815-5, 2007

79. J. Wu, L. Kobbelt, M. Pauly: Sampling of Point Models, In: Gross, Pfister (eds.), Point-Based Graphics, Morgan Kaufmann, ISBN-10: 0-12-370604-1, 2007

80. M. Pauly, L. Kobbelt: Shape Modeling, In: Gross, Pfister (eds.), Point-Based Graphics, Morgan Kaufmann, ISBN-10: 0-12-370604-1, 2007

81. R. Keiser, M. Pauly: Animation of Fracturing Material, In: Gross, Pfister (eds.), Point-Based Graphics, Morgan Kaufmann, ISBN-10: 0-12-370604-1, 2007

82. M. Botsch, B. Chen, M. Pauly, M. Zwicker (eds.): Point-Based Graphics 2006, Eurographics / IEEE VGTC Symposium Proceedings, ISSN 1811-7813, 2006

83. M. Pauly, M. Zwicker, M. Alexa, S. Rusinkiewicz (eds.): Point-Based Graphics 2005, Eurographics / IEEE VGTC Symposium Proceedings, ISSN 1811-7813, 2005

84. M. Pauly: Point Primitives for Interactive Modeling and Processing of 3D Geometry, ETH Ph.D. Thesis, Hartung Gorre, ISSN 1439-5053, 2003

Other publications

85. S. Bouaziz, A. Tagliasacchi, M. Pauly: Dynamic 2D/3D Registration, Eurographics Tutorial Notes, 2014

86. M. Pauly: Realtime Performance-Based Facial Avatars for Immersive Gameplay, ACM SIGGRAPH Conference on Motion in Games 2013, invited paper

87. S. Bouaziz, M. Pauly: Dynamic 2D/3D Registration for the Kinect, ACM SIGGRAPH Course Notes, 2013

88. N. Mitra, M. Pauly, M. Wand, D. Ceylan: Symmetry in 3D Geometry: Extraction and Applications, Eurographics State-of-the-Art Report, 2012

89. W. Chang, H. Li, N. Mitra, M. Pauly, M. Wand: Dynamic Geometry Processing, Eurographics Tutorial Notes, 2012

90. T. Kiser, M. Pauly: Caustic Art, EPFL Technical Report, 2012

91. W. Chang, H. Li, N. Mitra, M. Pauly, S. Rusinkiewicz, M. Wand: Computing Correspondences in Geometric Data Sets, Eurographics Tutorial Notes, 2011

92. W. Chang, H. Li, N. Mitra, M. Pauly, M. Wand: Geometric Registration for Deformable Shapes, Eurographics Tutorial Notes, 2010

93. M. Botsch, M. Pauly, L. Kobbelt, P. Alliez, B. Levy, C. Roessl, S. Bischoff: Geometric Modeling Based on Polygon Meshes, Eurographics Tutorial Notes, 2008

94. M. Botsch, M. Pauly, L. Kobbelt, P. Alliez, B. Levy, C. Roessl, S. Bischoff: Geometric Modeling Based on Polygon Meshes, ACM SIGGRAPH Course Notes, 2007

95. R. Sumner, M. Pauly: Resolution-Independent Detail Preservation for 3D Shape Editing, ETH Zurich Technical Report, 2006

96. R. Keiser, B. Adams, P. Dutre, L. Guibas, M. Pauly: Multiresolution Particle-Based Fluids, ETH Zurich Technical Report, 2006

97. M. Botsch, M. Pauly, C. Roessl, S. Bischoff, L. Kobbelt: Geometric Modeling Based on Triangle Meshes, Eurographics Tutorial Notes, 2006

98. M. Botsch, M. Pauly, C. Roessl, S. Bischoff, L. Kobbelt: Geometric Modeling Based on Triangle Meshes, ACM SIGGRAPH Course Notes, 2006

99. M. Alexa, M. Gross, M. Pauly, H. Pfister, M. Stamminger, M. Zwicker: Point-Based Computer Graphics, ACM SIGGRAPH Course Notes, 2004

100. M. Alexa, M. Gross, M. Pauly, H. Pfister, M. Stamminger, M. Zwicker: Point-Based Computer Graphics, Eurographics Tutorial Notes, 2003

101. M. Alexa, M. Gross, M. Pauly, H. Pfister, M. Stamminger, M. Zwicker: Point-Based Computer Graphics, Eurographics Tutorial Notes, 2002

102. M. Pauly, L. Kobbelt, M. Gross: Multiresolution Modeling of Point-Sampled Geometry, ETH Zurich Technical Report, 2002

103. M. Pauly: Robust Monte Carlo Methods for Photorealistic Rendering of Volumetric Effects, Diploma Thesis, University of Kaiserslautern, 1999