References

[Ashikhmin2001] Ashikhmin, M. 2001. Synthesizing Natural Textures. In the proceedings of 2001 ACM Symposium on Interactive 3D Graphics, Research Triangle Park, North Carolina March 19-21, pp. 217-226.

[Ashikhmin2002] Ashikhmin, M. and Shirley, P. 2002. Steerable Illumination Textures. ACM Transactions on Graphics, v.21, no. 1, pp. 1-19.

[Ashlock1999] Ashlock, D. and Davidson, J. 1999. Texture synthesis with tandem genetic algorithms using nonparametric partially ordered Markov models. Evolutionary Computation, CEC 99. Proceedings of the 1999 Congress on, Volume: 2 , 1999 -1163 Vol. 2.

[Bader1995] Bader, D. A.; JaJa, J. and Chellapa, R. 1995. Scalable data parallel algorithms for texture synthesis using Gibbs random fields. IEEE Transactions on Image Processing. Vol. 4, No.10. pp.1456-1460.

[Bar-Joseph2001] Bar-Joseph, Z.; El-Yaniv, R.; Lischinski, D. and Werman, M. 2001. Texture mixing and texture movie synthesis using statistical learning. IEEE Transactions on visualization and computer graphics, Vol. 7, No. 2, Apri-June 2001.

[Basri2001] Basri, R. and Jacobs, D. 2001. Lambertian reflectance and linear subspaces. In Proceedings. Eighth IEEE International Conference on Computer Vision. ICCV 2001. Volume: 2 , 2001. Page(s): 383 –390.

[Belhumeur1997] Bellhumer, P. N.; Hespanha, J. and Kriegman, D. 1997. Eigenfaces vs. fisherfaces: Recognition using class specific linear projection. IEEE Transactions on Pattern Analysis and Machine Intelligence, Special Issue on Face Recognition, 17(7):711--720.

[Blinn1978] Blinn, J. F. 1978. Computer Display of Curved Surfaces. Ph.D. Thesis, University of Utah.

[Bolin1998] Bolin, M. R. and Meyer, G. W. 1999. A perceptually based adaptive sampling algorithm. Proceedings of

SIGGRAPH 98, 299-309.

[Burschka2003] Burschka, D.; Cobzas, D.; Dodds, Z.; Hager, G.; Jagersand, M. and Yerex, K. 2003. IEEE Virtual Reality 2003 tutorial 1: Recent Methods for Image-based Modelling and Rendering. March 2003.

[Campisi2002] Campisi, P. and Scarano, G. 2002. A multiresolution approach for texture synthesis using the circular harmonics functions. IEEE Transactions on Image Processing, Vol. 11, No. 1.

[Chen1995] Chen, S. E. 1995. QuickTime VR—An image-based approach to virtual environment navigation. In Proceedings of Computer Graphics, Ann. Conf. Eries, SIGGRAPH, August 1995, pp29-38.

[Cohen2003] Cohen, M. F.; Shade, J.; Hiller, S. and Deussen, O. 2003. Wang Tiles for Image and Texture Generation. SIGGRAPH2003.

[Coleman1982] Coleman, E. N. and Jain, R. 1982. Obtaining 3-dimensional shape of textured and specular surfaces using a four-source photometry. Computer graphics and image processing, 18:309-328.

[Cook1982] Cook, R. L. and Torrance, K. E. 1982. A Reflectance Model for Computer Graphics. ACM Transactions on Graphics (TOG). Volume 1, Issue 1. Pages: 7 – 24.

[Copeland2001] Copeland, A. C.; Ravichandran, G. and Trivedi, M. M. 2001 Texture synthesis using gray-level co-occurrence models: algorithms, experimental analysis, and psychophysical support, Opt. Eng. 40, pp. 2655.

[Cross1983] Cross, G. R. and Jain, A. K. 1983. Markov random fields texture models. IEEE, PAMI, 5, pp. 25-39.

[Dana1999a] Dana, K. J.; Van Ginneken, B.; Nayar, S. K. and Koenderink, J. J. 1999. Reflectance and Texture of Real-World Surfaces. ACM Transactions on Graphics, Vol. 18, No. 1, Pages 1-34.

[Dana1999b] Dana, K.J. and Nayar, S. K. 1999. 3D Textured Surface

Modelling. Nayar WIAGMOR Workshop CVPR '99

[Daniel1990] Daniel, W.W. 1990. Applied nonparametric statistics, 2nd ed. PWS-LENT Publishing Company. Boston.

[De Benet1997] De Benet, J.S. 1997. Multiresolution sampling procedure for analysis and synthesis of texture images. In Computer Graphics Proceedings, SIGGRAPH 97. ACM. pp.361.

[Debevec2000] Debevec, P.; Hawkins, T.; Tchou, C.; Duiker, H.; Sarokin, W. and Sagar, M. 2000. Acquiring the reflectance field of a human face. Computer Graphics (SIGGRAPH2000 proceedings), July 2000, pp. 145-156.

[Dong2002a] Dong, J. and Chantler, M. 2002. Capture and synthesis of 3D surface texture. Proceeding of the 2nd International Workshop on Texture Analysis & Synthesis. 1 June 2002, Copenhagen, Denmark, pp.41-45.

[Dong2002b] Dong, J. and Chantler, M. 2002. Capture and synthesis of 3D surface texture. Submitted to International Journal of Computer Vision: special issue on texture analysis and synthesis. November 2002.

[Dong2003a] Dong, J. and Chantler, M. 2003. Comparison of five 3D surface texture synthesis methods. Proceeding of the 3rd International Workshop on Texture Analysis & Synthesis. 17 October 2003, Nice, France.

[Dong2003b] Dong, J.; Spence, A. and Chantler, M. 2003. Estimating Parameters of Illumination models for the synthesis of 3D surface texture. Research memoriam 2003/03, Department of Computer Science, Heriot-Watt University, Edinburgh, UK.

[Drbohlav2002] Drbohlav, O. and Sára, R. 2002. Specularities Reduce Ambiguity of Uncalibrated Photometric Stereo. Proceedings of 7th European Conference on Computer Vision, Copenhagen, Denmark, May 28-31, 2002, pp. 46-62.

[Efros1999] Efros, A. A. and Leung, T. K. 1999. Texture synthesis

by non-parametric sampling. In Proceedings of the Seventh IEEE International Conference on Computer Vision. IEEE Comput. Soc. Part vol.2, pp.1033-8.

[Efros2001] Efros, A. A. and Freeman, W. T. 2001. Image Quilting for Texture Synthesis and Transfer. In Proceedings of the 28th annual conference on Computer graphics and interactive techniques, Pages: 341 - 346 Los Angeles, California

[Eom1998] Eom, K. B. 1998 2-D Moving Average models for texture synthesis and analysis. IEEE Transactions on Image Processing, Vol. 7, No12, pp.1741-1746.

[Epstein1995] Epstein, R.; Hallinan, P.W.; Yuille, A.L. 1995. 5±2 eigenimages suffice: an empirical investigation of low-dimensional lighting models. In Proceedings of the Workshop on Physics-Based Modeling in Computer Vision. Page(s): 108.

[Frankot1988] Frankot, R. T. and Chellapa, R. 1988. A method for enforcing integrability in shape from shading algorithms. IEEE transactions on pattern analysis and machine intelligence, 10(4),:439-451, July 1988.

[Garber1981] Garber, D. D. 1981. Computational models for texture analysis and texture synthesis. PhD thesis, University of Southern California, Image Processing Institute.

[Georghiades1999] Georghiades, A. S.; Belhumeur, P. N. and Kriegman D. J. 1999. Illumination-Based Image Synthesis: Creating Novel Images of Human Faces Under Differing Pose and Lighting. In Proc. Workshop on Multi-View Modeling and Analysis of Visual Scenes pp. 47-54.

[Gortler1996] Gortler, S. J.; Grzeszczuk, R.; Szeliski, R. and Cohen, M. F. 1996. The lumigraph. In Proc. Computer Graphics, Ann. Conf. Series, SIGGRAPH, August 1996. Pp.43-54.

[Gousseau2002] Gousseau Y. 2002. Texture synthesis through level sets. Proceedings of the 2nd international workshop on texture analysis and synthesis. pp. 53-58, Copenhagen, Denmark.

[Gullón2002] Gullón, C. 2002. Height recovery of rough surfaces from intensity images. PhD thesis, School of Engineering and Physical Sciences, Heriot-Watt University.

[Harrison2001] Harrison, P. 2001. A non-hiearachical procedure for re-synthesis of complex textures. In WSCG'2001, pages 190-197, Plzen, Czech Republic.

[He1991] He, X. D.; Torrance, K.E.; Sillion, F. X. and Greenberg, D. P. 1991. A comprehensive physical model for light reflection. Proceedings of SIGGRAPH 1991, pp. 175-185.

[Heeger1995] Heeger, D.J. and Bergen, J.R. 1995. Pyramid-based texture analysis/synthesis. In Proceedings International Conference on Image Processing (Cat. No.95CB35819). IEEE Comput. Soc. Press. Part vol.3, pp.648-51.

[Hertzmann2001] Hertzmann, A.; Jacobs, C. E.; Oliver, N.; Curless, B. and Salesin, D. H. 2001. Image analogies. Proceedings of the 28th annual conference on Computer graphics and interactive techniques Pages: 327 – 340.

[Hochberg1987] Hochberg, Y. and Tamhane, A. C. Multiple Comparison Procedures, 1987, Wiley.

[Horn1989] Horn, B. and Brooks, M. 1989. Shape from Shading. MIT Press, Cambridge, MA.

[Huang1984] Edited by Huang, T. S. Image reconstruction from incomplete observations. Published by Jai, 1984.

[Ikeuchi1991] Ikeuchi, K. and Sato, K. 1991. Determining reflectance properties of an object using range and brightness images
Pattern Analysis and Machine Intelligence, IEEE Transactions on, Volume: 13 Issue: 11, Nov. 1991. Page(s): 1139 –1153.

[Iversen1994] Iversen, H. and Lonnestad, T. 1994. An evaluation of stochastic models for analysis and synthesis of gray-scale texture. Pattern Recogniton Letters 15 (1994) pp. 575-585.

[Jacovitti1998] Jacovitti, G.; Neri, A. and Scarano G. 1998 Texture synthesis-by-analysis with hard-limited Gaussian process. IEEE Transactions on Image Processing, Vol 7, No.11, pp. 1615-1621.

[Julesz1962] Julesz, B. 1962. Visual patter discrimination. IRE Transaction on Information Theory. IT-8:84-92, 1962.

[Kang1997] Kang S. B. 1997. A survey of image-based rendering techniques. Technical Report. Cambridge Research Laboratory, CRL 97/4. August 1997.

[Kaplan2000] Kaplan, C. S. and Salesin, D. H. 2000. Escherization. Proceedings of the 27th annual conference on Computer graphics and interactive techniques Pages: Pages: 499 – 510 Year of Publication: 2000 ISBN:1-58113-208-5

[Kautz2000] Kautz, J. and Seidel H.-P. 2000. Towards Interactive Bump Mapping with Anisotropic Shift-Variant BRDFs. Proc. of Eurographics/SIGGRAPH Workshop on Graphics Hardware.

[Kay1995] Kay, G. and Caelli, T. 1995. Estimating the parameters of an illumination model using photometric stereo. Graphical models and image processing, Vol. 57, No. 5, September.

[Klette1996] Klette, R. and Deguchi, K. 1996. Height data from gradient fields. Proceedings of machine vision: applications, architectures and system integration V, SPIE, 2908:204-215.

[Koenderink1996] Koenderink, J. J.; van Doorn, A. J.; Dana, K. J. and Nayar, S. 1999. Bidirectional reflection distribution function of thoroughly pitted surfaces International Journal Computer Vision, vol. 31, pp. 129--144.

[Kokaram2002] Kokaram, A. 2002. Parametric texture synthesis for filling holes in pictures. In Proceedings of International Conference on Image Processing. 2002., Volume:1, Page(s): 325 –328.

[Koudelka2001] Koudelka, M. L.; Belhumeur, P. N.; Magda, S. and Kriegman, D. J. 2001. Image-based modeling and rendering of surfaces with arbitrary BRDFs. Computer

Vision and Pattern Recognition, 2001. CVPR 2001. Proceedings of the 2001 IEEE Computer Society Conference on, Volume: 1, 8-14. Page(s): I-568 -I-575 vol.1.

[Kwatra2003] Kwatra, V.; Schodl, A.; Essa, I.; Turk, G. and Bobick, A. 2003. Graphcut textures: image and video synthesis using graph cuts. SIGGRAPH2003.

[Lafortune1997] Lafortune, E. P. F.; Foo, S.-C.; Torrance, K. E. and Greenberg, D. P. 1997. Non-linear approximation of reflectance functions. International Conference on Computer Graphics and Interactive Techniques. Proceedings of the 24th annual conference on Computer graphics and interactive techniques. Pages: 117 – 126. 1997

[Leung2001] Leung, T. and Malik, J. 2001. Representing and Recognizing the Visual Appearance of Materials Using Three-dimensional Textons. International journal of Computer Vision, Vol 43, Number 1, pp 7-27.

[Levoy1996] Levoy, M. and Hanrahan, P. 1996. Light field rendering. In Proc. Computer Graphics, Ann. Conf. Series, SIGGRAPH, August 1996, pp. 31-42.

[Liang2001] Liang, L.; Liu, C.; Xu, Y.; Guo, B. and Shum, H. 2001. Real-time texture synthesis by patch-based sampling. ACM Transactions on Graphics, Vol. 20, No. 3, July 2001, pp. 127-150.

[Lin1999] Lin, S. and Lee, S. W. 1999. Estimation of diffuse and specular appearance. Computer Vision, 1999. The Proceedings of the Seventh IEEE International Conference on, Volume: 2, 20-27 Sept. 1999. Page(s): 855 -860 vol.2.

[Lin2001] Lin, Z.; Wong, T. T. and Shum, H. Y. 2001 Relighting with the reflected irradiance field: representation, sampling and reconstruction. Computer Vision and Pattern Recognition, 2001. CVPR 2001. Proceedings of the 2001 IEEE Computer Society Conference on, Volume: 1 , 2001. Page(s): I-561 -I-567 vol.1

[Liu2001] Liu, X.; Yu, Y. and Shum, H.Y. 2001. Synthesizing Bidirectional Texture Functions for Real-World Surface.

In Proceedings of the 28th annual conference on Computer graphics and interactive techniques**,** Pages: 97 – 106. Los Angeles, California.

[Lu1995] Lu, J. and Little, J. 1995. Reflectance function estimation and shape recovery from image sequence of a rotating object. Computer Vision, 1995. Proceedings, Fifth International Conference on, 20-23 June 1995. Page(s): 80 –86.

[Malzbender2001] Malzbender, T.; Gelb D. and Wolters, H. 2001. Polynomial Texture Maps, In Proceedings of the 28th annual conference on Computer graphics and interactive techniques, Pages: 519 – 528. Los Angeles, California.

[Matusik2002] Matusik, W.; Pfister, H.; Ngan, A.; Beardsley, P.; Ziegler, R. and McMillan, L. 2002. Image-based 3D photography using opacity hull. ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002, Volume 21, Issue 3. pp.427-437.

[McAllister2002] McAllister, D. K.; Lastra, A. and Heidrich, W. 2002. *Efficient Rendering of Spatial Bi-directional Reflectance Distribution Functions*, Graphics Hardware 2002, Eurographics / SIGGRAPH Workshop Proceedings (Saarbrucken, Germany) September.

[McGunnigle1998] McGunnigle G. 1998. The classification of textured surfaces under varying illuminant directions. PhD thesis, Department of Computing and Electrical Engineering, Heriot-Watt University.

[McGunnigle2001] McGunnigle, G. and Chantler, M. 2001. Segmentation of rough surfaces using reflectance. Proceedings of British machine vision conference, pp. 323-332, 10-13 September, Manchester, UK.

[McMillan1999] McMillan, L. and Gortler S. 1999. Image-based rendering: A new interface between computer vision and computer graphics.ACM SIGGRAPH Computer Graphics, Volume 33 Issue 4. Pages: 61 – 64. ISSN:0097-8930.

[Nayar1990] Nayar, S. K., Ikeuchi, K. and Kanade, T. 1990. Determining Shape and Reflectance of Hybrid Surfaces

by Photometric Sampling, IEEE Journal of Robotics and Automation, Vol. 6, No. 4, pp. 418-431, August 1990.

[Nayar1991] Nayar, S. K.; Ikeuchi, K. and Kanade, T. 1991. Surface Reflection: Physical and Geometrical Perspectives. IEEE Transactions on Pattern Analysis and Machine Intelligence. Vol. 13, No. 7, pp. 611-634.

[Nayar1996] Nayar, S. K.; Fang, X. and Boult, T. E. 1996. Separation of Reflection Components Using Color and Polarization. International Journal of Computer Vision, 1996.

[Nealen2003] Nealen, A. and Alexa, M. 2003. Hybrid Texture Synthesis. Eurographics Symposium on Rendering 2003.

[Nicodemus1977] Nicodemus, F. E.; Richmond, J.C. and Hsai, J. J. 1977. Geometrical considerations and nomenclature for reflectance. U.S. Dept. of Commerce, Natioal Bureau of Standards, October 1977.

[Nishino2001] Nishino, K.; Sato, Y. and Ikeuchi, K. 2001. Eigen-Texture method: appearance compression and synthesis based on a 3D model. Pattern Analysis and Machine Intelligence, IEEE Transactions on , Volume: 23 Issue: 11, Page(s): 1257 –1265.

[Oren1994] Oren, M. and Nayar, S. K. 1994. Generalization of Lambert's Reflectance Model, Proceedings of ACM SIGGRAPH 94, Orlando, July 1994.

[Paget1998] Paget, R. and Longstaff I. D. 1998. Texture synthesis via a noncausal nonparametric multiscale Markov random field. IEEE Transactions on Image Processing, Vol. 7, No.6, June 1998.

[Parada2001] Parada, P. and Ruiz-del-Solar, J. 2001. Texture synthesis using image pyramids and self-organizing maps. Image Analysis and Processing, 2001. Proceedings. 11th International Conference on, 26-28 Sept. 2001. Page(s): 244 –249.

[Popat1993] Popat, k. and Picard, R. W. 1993. Novel cluster-based probability model for texture synthesis, classification, and compression. In Proc. SPIE visual communications and Image Processing'93, Boston, Nov 3-11.

[Portilla2000] Portilla, J. and Simoncelli, E.P. 2000. A parametric texture model based on joint statistics of complex wavelet coefficients. International Journal of Computer Vision, volume 40, issue 1, pages 49-71, December.

[Press1998] Press, W. H.; Flannery, B. P.; Teukolsky, S. A. and Vetterling, W. T. 1998 Numerical Recipes in C. Cambridge University Press.

[Ramamoorthi2001] Ramamoorthi, R. and Hanrahan, P. 2001. A signal-processing framework for inverse rendering International Conference on Computer Graphics and Interactive Techniques. Proceedings of the 28th annual conference on Computer graphics and interactive techniques, Pages: 117 – 128, Year of Publication: 2001.ISBN:1-58113-374-X

[Ramamoorthi2002] Ramamoorthi, R. 2002. Analytic PCA construction for theoretical analysis of lighting variability in images of a Lambertian object**.** Pattern Analysis and Machine Intelligence, IEEE Transactions on, Volume: 24 Issue: 10, Page(s): 1322 –1333.

[Ramasubramanian1999] Ramasubramanian, M.; Pattanaik, S. N.; and Greenberg, D. P. Perceptually based physical error metric for realistic image synthesis. Proceedings of SIGGRAPH 99, 73-82.

[Robb2003] Robb, M.; Spence, A. D.; Chantler, M. J. and Timmins, M. Real-Time Per-Pixel Rendering of Bump-mapped Textures Captured using Photometric Stereo. Vision, Video, and Graphics 2003, Bath, UK. 10-11 July 2003.

[Rushmeier1997] Rushmeier, H.; Taubin, G. and Gueziec, A. 1997. Applying Shape from Lighting Variation to Bump Map Capture. In Proceedings of the Eighth Eurographics Rendering Workshop, Saint-Etienne, France, pp. 35-44.

[Rushmeier1998] Rushmeier, H. E. 1998. Global illumination input. Course notes 5-A basic guide to global illumination. 25th

International Conference on Computer Graphics and Interactive Techniques. SIGGRAPH98.

[Saito1996] Saito, H.; Omata, K. and Ozawa, S. 1999. Recovery of Shape and Surface Reflectance of Specular Object from Rotation of Light Source, Second International Conference on 3-D Digital Imaging and Modeling (3DIM99), Ottawa, Oct 4-8, 1999, pp.526-535

[Sato1997] Sato, Y.; Wheeler, M.D. and Ikeuchi, K. 1997. Object shape and reflectance modeling from observation. In Proceedings of the 24th annual conference on Computer graphics and interactive techniques , Pages: 379 – 387

[Sebe2000] Sebe, N.; Lew, M. S. and Huijsmans, D. P. 2000. Toward improved ranking metrics. Pattern Analysis and Machine Intelligence, IEEE Transactions on, Volume: 22 Issue: 10, Oct. 2000. Page(s): 1132 –1143.

[Shashua1992] Shashua, A. 1992. Geometry and Photometry in 3D visual Recognition. *PhD thesis, MIT.*

[Spence2003] Spence, A. D. and Chantler, M. J. 2003. Optimal illumination for three-image photometric stereo acquisition of surface texture. The 3rd International workshop on texture analysis and synthesis. October, 2003, Nice, France.

[Stavridi1997] Stavridi, M.; van Ginneken, B. and Koenderink, J.J. 1997. Surface bidirectional reflection distribution function and the texture of bricks and tiles. Applied Optics, Vol. 36, No. 16, June.

[Tong2002] Tong, X.; Zhang, J.; Liu L.; Wang X.; Guo B. and Shum, H.-Y. 2002. Synthesis of bidirectional texture functions on arbitrary surfaces. ACM Transactions on Graphics (TOG). Proc. of the 29th annual conference on Computer graphics and interactive techniques, Volume 21 Issue 3. Pages: 665 – 672.

[Tonietto2002] Tonietto, L. and Walter, M. 2002. Towards local control for image-based texture synthesis. Computer Graphics and Image Processing, Proceedings. XV Brazilian Symposium on, 7-10 Oct. Page(s): 252 –258.

[Torrance1967] Torrance, K. E. and Sparrow, E. M. 1967. Theory for off-specular reflection from roughened surfaces. J. Opt. Soc. Am. 57, (Sept. 1967), pp.1105-1114.

[Turk1991] Turk M. and Pentland, A. 1991. Eigenfaces for recognition. Journal of Cognitive Neuroscience, 3(1):71--86.

[Van Nevel1998] Van Nevel, A. 1998. Texture Synthesis via Matching First and Second Order Statistics of a Wavelet Frame Decomposition. In Proceedings of the 1998 IEEE International Conference on Image Processing (ICIP-98) , Chicago, Illinois. ICIP (1) pp. 72-76.

[Wei2000] Wei, L. and Levoy, M. Fast texture synthesis using tree-structured vector quantization. In Computer Graphics Proceedings. Annual Conference Series 2000. SIGGRAPH 2000. Conference Proceedings. ACM. pp.479-88.

[Wong2002] Wong, T.; Fu, C.; Heng P. and Leung, C. 2002. The Plenoptic Illumination Function, IEEE Transactions on Multimedia, Vol. 4, No. 3, September 2002, pp. 361-371.

[Woo1999] Woo, M.; Neider, J.; Davis, T. and OpenGL Architecture Review Board. 1999. The OpenGL Programming Guide 3rd Edition. The Official Guide to Learning OpenGL Version 1.2.Addison-Wesley Pub Co; 3rd edition (August 6, 1999).

[Woodham1981] Woodham, R. 1981. Analysing images of curved surfaces. Artificial Intelligence, 17:117-140.

[Xu2001] Xu, Y.; Zhu, S. C.; Guo, B. and Shum, H.Y. 2001. Asymptotically Admissible Texture Synthesis, In Proc. Second International Workshop of Statistical and Computational Theories of Vision, Vancouver, Canada.

[Zalesny2000] Zalesny, A. and Van Gool, L. 2000. A compact model for viewpoint dependent texture synthesis. SMILE 2000. Workshop on 3D Structure from Images, Lecture Notes in Computer Science 2018, M Pollefeys *et. al.* (Eds.), pp.123-143.

[Zalesny2001] Zalesny, A. and Van Gool, L. 2001. Multiview Texture Models. In Proc. IEEE Computer Soc. Conf. on Computer Vision and Pattern Recognition, Volume: 1, Page(s): 615 –1180.

[Zelinka2002] Zelink, S. and Garland, M. 2002. Towards real-time texture synthesis with the jump map. Proceedings of the 13th Eurographics workshop on Rendering, Pisa, Italy, Pages: 99 – 104. ISBN:1-58113-534-3.

[Zhang1998a] Zhang, Z. 1998. Modeling Geometric Structure and Illumination Variation of a Scene from Real Images", In Proc. International Conference on Computer Vision (ICCV'98), Bombay,India. Page(s): 1041 –1046.

[Zhang1998b] Zhang, J.; Wang, D. and Tran Q. N. 1998. A wavelet-based multiresolution statistical model for texture. IEEE Transactions on Image Processing, Vol, 7, No. 11, November.

[Zhang2003] Zhang, J.; Zhou, K.; Velho, L.; Guo, B. and Shum H. Y. 2003. Synthesis of Progressively Variant Textures on Arbitrary Surfaces. SIGGRAPH2003.

[Zhu1998] Zhu, S. C.; Wu, Y. and Mumford, D. 1998. Filters, Random fields And Maximum Entropy (FRAME). International Journal of Computer Vision 27(2) 1-20, March/April.

[Zhu2000] Zhu, S.C.; Liu, X.W. and Wu, Y.N. June 2000. Exploring texture ensembles by efficient Markov chain Monte Carlo-Toward a "trichromacy" theory of texture. IEEE Transactions on Pattern Analysis & Machine Intelligence, vol.22, no.6, pp.554-69.