Curriculum Vitae

Tomoyuki Nishita

Professor

Address

Department of Complexity Science and Engineering
Graduate School of Frontier Science
The University of Tokyo
5-1-5 Kashiwa-no-Ha, Kashiwa-shi, Chiba, 277-8561 Japan
Phone: +81-4-7136-3942, Fax: +81-4-7136-3943
Email: nis@is.s.u-tokyo.ac.jp
URL: www.nishitalab.org

Date and Place of Birth

January 4, 1949 Hiroshima, Japan

Degrees

BE in Electrical Engineering, Hiroshima University, Japan, 1971
ME in Electrical Engineering, Hiroshima University, Japan, 1973
PhD in Engineering, Hiroshima University, Japan, 1985

Working Experience

1973 Research Associate of Department of Advanced Development, Mazda, Hiroshima, Japan
1979-1984 Lecturer of Department of Electrical Engineering, Fukuyama University
1984-1990 Associate Professor of Department of Electrical Engineering, Fukuyama University
1988-1989 Visiting Professor of Brigham Young University, USA
1990-1998 Professor of Department of Electrical Engineering, Fukuyama University
1998-1999 Professor of Department of Information Science, Faculty of Science, The University of Tokyo
1999- Professor of Department of Complexity Science and Engineering, Graduate School of Frontier Sciences, The University of Tokyo

Principal Publications

See attached

Professional Service

1. President of IIEEJ(**The Institute of Image Electronics Engineering of Japan**): 2010-2011

2. Chair of **Visual Computing Committee**, IIEEJ: 2001-2006

3. Chair of **SIG. of GCAD(Computer Graphics and Computer Aided Design)**, Information Processing Socity of Japan : 2006-2009

4. Vice-chair of **ACM SIGGRAPH-Tokyo**: 1997-1999

5. Vice-chair of **IIEEJ of Japan**: 2001-2003

6. Conference Chair of **IEVC** 2010 (Nice)

7. Conference Chair of **SCCG** 2011 (Slovakia)

8. Conference Co-chair of **Pacific Graphics**: 2006, 2008

9. Program Co-chair of **CG International**: 2003

10. Program Co-chair of **CAD/Graphics**: 2001

11. Program Co-chair of **CG International** 2006 (China)

12. Organizer & Program Committee of **Pacific Graphics**: 2001

13. Editorial Board of **IEEE Transaction on Visualization and Computer Graphics**: 1994-1998

14. Editorial board of **Journal of Information Science and Engineering**: 1999-

15. Editorial board of **the Visual Computer Journal**: 2000-

16. Editorial board (area editor) of **Journal of Computer Science Technology** (2004-) Springer; Computer Graphics and Human-Computer Interaction

17. Technical Papers Advisory Board of **SIGGRAPH ASIA** 2008 (Yokohama)

18. Papers Committee of **SIGGRAPH**: 1993, 1994, 1999, 2002

19. Program Committee of **SIGGRAPH ASIA** 2011 (Hong Kong)

20. Program Committee of **EUROGRAPHICS**: 1995

21. Program Committee of **Pacific Graphics**: 1993, 1995, 1996, 1997, 1998, 1999, 2002, 2003, 2004, 2005, 2007, 2009, 2010, 2011

22. Program Committee of **CG International**: 1995, 1996, 1997, 2005, 2008, 2010

23. Program Committee of **CAD/Graphics**: 1995, 1997, 1999, 2003, 2007, 2009, 2011

24. Program Committee of **International Symposium of Cyber Worlds**: 2002, 2004

25. Program Committee of **VG**: 2003

26. Program Committee of **the 2004 Symposium on Point-Based Computer Graphics** (Switzerland)

27. Program Committee of **International Conference of VIIP**: 2004, 2005

Honors and Awards

1. Research Award(Yamashita memorial Award, currently) on Computer Graphics from Information Processing Society of Japan in 1987

2. Best Paper Award from EUROGRAPHICS in 1995

3. Paper Award from The Institute of Image Electronics Engineers of Japan in 1996

4. Best Paper Award from NICOGRAPH in 1999

5. Best Educational Material Award from Information Processing Society of Japan in 2002

6. Best Paper Award from EUROGRAPHICS in 2003

7. Best Paper Award from Pacific GRAPHICS in 2004

8. **Steaven Coons Award** from ACM SIGGRAPH in 2005

9. **Tomoyuki Nishita Award** is established by IIEEJ (The Institute of Image Electronics Engineers of Japan) in March, 2006

10. CG Award Japan from NICOGRAPH in May, 2006

11. Best Paper Award and International CG Spessial Award from NICOGRAPH in March, 2008

12. International CG Paper GrandPrix from NICOGRAPH in March, 2009

13. Best Paper Award from GRAPP 2009 in Feb., 2009

14. International CG Spessial Award from NICOGRAPH in March, 2010

15. Best Paper Award from IIEEJ (The Institute of Image Electronics Engineers of Japan), 2010-6

16. Best Paper Award from SCCG 2011 in Apr., 2011

17. International CG Spessial Award from NICOGRAPH in June, 2011

Invited Talks/Tutorial

1. SIGGRAPH 93 (Anaheim, USA): Tutorial Course

2. PacificGraphics 94 (Korea): Tutorial Course

3. ASIA DISPLAY 95 (Hamamatsu, Japan)

4. CAD Graphics 95 (China)

5. PacificGraphics 96 (Taiwan)

6. SCCG 98 (Slovakia)

7. EUROGRAPHICS Workshop on Rendering 98 (Austria)

8. ICS '98 CG & VR (Taiwan), "Application of Metaballs"

9. Pacific Graphics 99 (Seoul), "Display methods of clouds"

10. CG-International 2001 (Hong Kong), "Display methods of Natural Phenomena"

11. Zhejiang University (China),

12. Taiwan University (Taiwan), "Photo realistic rendering of natural phenomena & Interactive rendering"

13. Zhejiang University (China),

14. ChinaGraph 04 (China), "Interactive Rendering"

15. SIGGRAPH 05, "Award talk" 2005-8

16. Texas University at Austin, "natural phenomena"

17. Talks at eight universities such as ETH, during sabbatical year, 2006-2007

18. Korea-Japan student CG workshop(Wu Womans University in Korea), "natural phenomena"

19. CAD and Graphics 2007 (China), "Global/environmental illumination," 2007-12

20. Talk at Zhejiang University (China), "Particle-base simulation," 2009-3

21. Talks at KAIST (Korea), "global illumination", "natural phenomena," 2009-6

22. CESCG (Slovakia) "natural phenomena," 2011-4

23. SCCG 2011 (Slovakia) "Interreflection of light and scattering",2011-4

24. CAD and Graphics 2011 (China), 2011-9

Invited talk in domestic: 88

Research Interests

Computer Graphics involving lighting model (radiosity, extended light sources, light scattering), hidden-surface removal, anti-aliasing, image composition, geometric modeling, realistic rendering of natural phenomena, and Web Graphics.

Publications

1   ACM SIGGRAPH Papers

1. T.Nishita, E.Nakamae, "Continuous Tone Representation of Three-Dimensional Objects Taking Account of Shadows and Interreflection," Computer Graphics, Vol.19, No.3, 1985-7, pp.23-30.

2. T.Nishita, E.Nakamae, "Continuous Tone Representation of Three-Dimensional Objects Illuminated by Sky Light," Computer Graphics, Vol.20, No.3, 1986-8, pp.125-132.

3. E.Nakamae, Harada, Ishizaki, T.Nishita, "Montage: The Overlaying of the Computer Generated Image onto a Background Photograph," Computer Graphics, Vol.20, No.3, 1986-8,pp.207-214.

4. T.Nishita, E.Nakamae, "A Shading Model for Atmosphere Scattering Considering Luminous Intensity Distribution of Light Sources," Computer Graphics, Vol.21, No.3, 1987-7, pp.303-310.

5. K.Kaneda, F.Kato, E.Nakamae, T.Nishita, Tanaka, Noguchi, "Three-Dimensional Terrain Modeling and Display for Environmental Assessment," Computer Graphics, Vol.23, No.23, No.3, 1989-8, pp.207-214.

6. E.Nakanmae, K.Kaneda, T.Okamoto, T.Nishita, "A Lighting Model Aiming at Drive Simulators," Computer Graphics, Vol.24, No.4, 1990-8, pp.395-404.

7. T.Nishita, T.Sederberg, M.Kakimoto, "Ray Tracing Trimmed Rational Surface Patches," Computer Graphics, Vol.24 No.4, 1990-8, pp.337-345.

8. T.Nishita, T.Shirai, K.Tadamura, E.Nakamae, "Display of The Earth Taking into account Atmospheric Scattering," Computer Graphics, Vol.27, No.4, 1993-8, pp.175-182.

9. T.Nishita, E.Nakamae, "Method of Displaying Optical Effects within Water using Accumulation-Buffer," Proc. of SIGGRAPH '94, 1994-7, pp.373-380.

10. T.Nishita, Y.Dobashi, E.Nakamae, "Display of Clouds Taking into Account Multiple Anisotropic Scattering and Sky Light," Proc. of SIGGRAPH '96, 1996-8, pp.379-386.

11. Y. Dobashi, K. Kaneda, H. Yamashita, T. Okita, T. Nishita "A Simple, Efficient Method for Realistic Animation of Clouds," Proc. of SIGGRAPH 2000, 2000-7, pp.19-28

12. Y. Dobashi, T. Yamamoto, T. Nishita, "Real-time Rendering of Aerodynamic Sound using Sound Textures based on Computational Fluid Dynamics," Proc. of SIGGRAPH 2003, 2003-7

13. Y. Dobashi, K. Kusumoto, T. Nishita, T. Yamamoto, "Feedback Control of Cumuliform Cloud Formation Based on Computational Fluid Dynamics," ACM Trans. on Graphics, Vol. 27, No. 3, (Proc. SIGGRAPH 2008), Article 94. 2008-8

14. Y, Bando, B. Chen, T. Nishita, "Extracting Depth and Matte Using a Color-Filtered Aperture," ACM Trans. on Graphics, Vol.27, No.5, Article 134, pp.1-9 (Proc. of SIGGRAPH Asia 2008), 2008-12

15. Y. Yue, K. Iwasaki, B. Chen, Y. Dobashi, and T. Nishita, "Unbiased, Adaptive Stochastic Sampling for Rendering Inhomogeneous Participating Media," ACM Transactions on Graphics (Proc. SIGGRAPH Asia 2010) Vol.29, No.5, Article 177, 2010-12

2 EUROGRAPHICS Papers (Computer Graphics Forum)

1. E.Nakamae, H.Yamashita, K.Harada, T.Nishita, "Computer Graphics for Visualizing Simulation Results," EUROGRAPHICS '84, 1984-9, pp.419-432.

2. K.Tadamura, E.Nakamae, K.Kaneda, M.Baba, H.Yamashita, T.Nishita, "Modeling of Skylignt and Rendering of outdoor Scenes," Computer Graphics Forum, Vol.12, No.3, 1933, pp.189-201.

3. T.Nishita, E.Nakamae, "A New Radiosity Approach Using Area Sampling for Parametric Patches," Computer Graphics Forum, Vol.12, No.3, 1933, pp.385-393.

4. Y.Dobashi, K.Kaneda, E.Nakashima, H.Yamashita, T.Nishita, K.Tadamura, "Skylight for Interior Design," Computer Graphics Forum, Vol.13, No.3, 1994-9, pp.85-96.

5. T.Nishita, E.Nakamae, "A Method for Displaying Metaballs by using Bezier Clipping," Computer Graphics Forum, Vol.13, No.3, 1994-9, pp.271-280.

6. Y.Dobashi, K.Kaneda, E.Nakashima, H.Yamashita, T.Nishita, "A Quick Rendering Method using Basis Functions for Interactive Lighting Design," Computer Graphics Forum, Vol.14, No.3, 1995-9, pp.229-240.

7. Y.Dobashi, K.Kaneda, H.Yamashita, T.Nishita, "Method for Calculation of Sky Light Luminance Aiming at an Interactive Architectural Design," Computer Graphics Forum, Vol.15, No.3, pp.112-118.

8. T.Nishita, H.Iwasaki, Y.Dobashi and E.Nakamae, "A Modeling and Rendering Method for Snow by Using Metaballs," Computer Graphics Forum, Vol.16, No.3, 1997-9.

9. K. Iwasaki, Y.Dobashi, T. Nishita, "A Fast Rendering Method for Refractive and Reflective Caustics Due to Water Surfaces," Computer Graphics Forum, Vol.23, No.3, 2003-9

10. Y. Bando, B.-Yu Chen, T. Nishita, "Animating Hair with Loosely Connected Particles," Computer Graphics Forum, Vol.23, No.3, 2003-9

11. Y. Dobashi, T. Yamamoto, T. Nishita, "Synthesizing Sound from Turbulent using Sound Textures for Interactive Fluid Simulation, " Computer Graphics Forum (Proc. EUROGRAPHICS 2004), Vol.24, No.3, pp. 539-546. 2004-9,

12. M. Kakimoto, T. Tatsukawa, Y. Mukai, T. Nishita "Interactive Simulation of the Human Eye Depth of Field and Its Correction with Spectacle Lenses," Computer Graphics Forum (Proc. EUROGRAPHICS 2007), Vol.26, No.3, pp.627-636, 2007-9

13. Y. Dobashi, Y. Matsuda, T. Yamamoto, T. Nishita, "A Fast Simulation Method Using Overlapping Grids for Interactions between Smoke and Rigid Objects," Computer Graphics Forum (Proc. EUROGRAPHICS 2008), Vol.27, ISSUE 2, pp.477-486. 2008-4

14. Y. Kanamori, Z. Szego,T. Nishita, "GPU-based Fast Ray Casting for a Large Number of Metaballs," Computer Graphics Forum (Proc. EUROGRAPHICS 2008), Vol.27, ISSUE 2, pp.351-360. 2008-4

15. S. Heinzle, J. Wolf, Y. Kanamori, T. Weyrich, T. Nishita, Markus Gross, "EWA Motion Blur," Computer Graphics Forum (Proc. EUROGRAPHICS 2010), pp.733-742 2010-5

16. M. Kakimoto, T. Tatsukawa, T. Nishita, "An Eyeglass Simulator Using Conoid Tracing," Computer Graphics Forum, Volume 29, Issue 8, pages 2427-2437, 2010-12 (presented at EUROGRAPHICS 2011, 2011-4)

3   Other Papers

1. E. Nakamae, T. Nishita, "An Algorithm for Hidden Line Elimination of Polyhedra," Information Processing in Japan, Vol.12, 1972, pp.134-141.

2. T. Nishita, E. Nakamae, "An Algorithm for Half-Toned Representation of Three Dimensional Objects," Information Processing in Japan, Vol.14, 1974-1, pp.93-99.

3. T. Nishita, E. Nakamae, "Half-Tone Representation of 3-D Objects Illuminated by Area Sources or Polyhedron Sources," IEEE Computer Society's 7th International Computer Software & Applications Conference (COMPSAC), 1983-11, pp.237-242.

4. T. Nishita, I. Okamura, and E. Nakamae, "Shading Models for Point and Linear Sources," ACM Transactions on Graphics, Vol.4, No.2, 1985-4, pp,124-146.

5. E. Nakamae, T. Ishizaki, T. Nishita, S. Takita, "Composition 3D Images with Anti-aliasing and Various Shading Effects," IEEE Computer Graphics and Applications, Vol.9, No.2, 1989-3, pp.21-29.

6. E. Nakamae, K. Kaneda, K. Miwa, T. Nishita, Saeki, "Reliability of Computer Graphics Images as Visual Assessment Tool," CG International '89b (New Advanced in Computer Graphics) Springer-Verlag, 1989, pp.633- 647.

7. T. Nishita, K. Kaneda, E. Nakamae, "High-Quality Rendering of Parametric Surfaces by Using a Robust Scanline Algorithm," Computer Graphics International 90, pp.493-506, 1990-6.

8. K. Kaneda, T. Okamoto, E. Nakamae, T. Nishita, "Highly Realistic Visual Simulation of Outdoor Scene under Various Atmospheric Conditions," Computer Graphics International 90, pp.117-131, 1990-6.

9. T. Sederberg, T. Nishita, "Curve Intersection using Bezier Clipping," CAD, Vol.22, No.9, pp.337-345, 1990-11.

10. T. Sederberg, T. Nishita, "Geometric Hermite Approximation of Surface Patch Intersection Curves," CAGD, Vol.8, No.2, pp.97-114, 1991-5.

11. K. Kaneda, G. Yuan, E. Nakamae, T. Nishita, "Photorealistic Visual Simulation of Water Surfaces Taking into account Radiative Transfer", CG & CAD 91, pp.25-30, 1991-9.

12. T. Nishita, K. Kaneda, E. Nakamae, "A Scanline Algorithm for Displaying Trimmed Surfaces by using Bezier Clipping," The Visual Computing, Vol.7, No.5, pp.269-258, 1991-9.

13. K. Kaneda, T. Okamoto, E. Nakamae, T. Nishita, "Photorealistic Image Synthesis for Outdoor Scenery," The Visual Computing, Vol.7, No.5, pp.247-258, 1991-9.

14. T. Nishita, S. Takita, E. Nakamae, "Shading Model of Parallel Cylindrical Light Sources," Computer Graphics International 92, pp.429-445, 1992-6.

15. T. Nishita, S. Takita, E. Nakamae, "Hidden Curve Elimination of Trimmed Surfaces Using Bezier Clipping," Computer Graphics International 92, pp.595-619, 1992-6.

16. T. Nishita, "Lighting Simulation for Extended Light Sources" ACM SIGGRAPH '93 Course Notes - Global Illumination, pp.1-33, 1993.

17. K. Takahashi, K. Kaneda, T. Yamanaka, H. Yamashita, E. Nakamae, T. Nishita, "Lighting Design in Interreflective Environments Using Hopfield Neural Networks," 1993-10 Journal of Light & Visual Environment, Vol.17, No.2 pp.9-15.

18. T. Nishita, S. Takita, E. Nakamae, "A Display Algorithm of Brush Strokes using Bezier Functions," Computer Graphics International 93, pp.244-257, 1993-6.

19. T. Nishita, K. Fujii, E. Nakamae, "Metamorphosis using Bezier Clipping," Pacific Graphics 93, pp.162-173, 1993.

20. Y. Dobashi, K. Kaneda,H. Yamashita, T. Nishita, "A Quick Rendering Method for Outdoor Scenes Using Sky Light Luminance Functions Expressed with Basis Functions," The Journal of the Institute of Image Electronics Engineers of Japan, Vol. 24, No. 3, pp. 196-205, 1995 (in japanese, Paper Award)

21. Y. Dobashi, K. Kaneda, H. Yamashita, T. Nishita, "A Fast Display Method of Sky Color using Basis functions", Pacific Graphics 95, pp.194-208, 1995.

22. K. Kaneda, Y. Zuyama, H. Yamashita, T. Nishita, "Animation of Water Droplet Flow on Curved surfaces," Pacific Graphics 96, pp.50-65, 1996-8.

23. T. Nishita, Y. Dobashi, K. Kaneda, H, Yamashita, "Display Method of the Sky Color Taking into Account Multiple Scattering," Pacific Graphics 96, pp.117-132, 1996-8.

24. T. Nishita, "A Display System for Bezier Surfaces and Metaballs using Bezier Clipping," Pacific Graphics 96, pp.66-79, 1996-8

25. Y. Dobashi, K. Kaneda, H. Yamashita, T. Nishita, "A Quick Rendering Method for Outdoor Scenes Using Sky Light Luminance Functions Expressed with Basis Functions," The Journal of Image and Electronics Society of Japan, Vol.24, No.3, 1995, pp.196-205. (in japanese)

26. Y. Dobashi, K. Kaneda, H. Yamashita, T. Nishita, "A Fast Display Method of Sky Color using Basis functions," The Journal of Visualization and Computer Animation, Vol. 8, No. 2, pp.115-127, 1997-4

27. Y. Dobashi, C. Vlatko, K. Kaneda, H.Yamashita, T. Nishita, "A Fast Volume Rendering Method for TimeVarying 3-D Scalar Field Visualization Using Orthonormal Wavelets," IEEE Trans. on Magnetics, Vol. 34, No. 5,1998, pp. 3431-3434.

28. T. Nishita, "Applications of Bezier Clipping Method and Their Java Applets," SCCG 98, pp.3-15, 1998-4

29. Y. Dobashi, H. Nakatani, K. Kaneda, H. Yamashita, "An Interactive Lighting Design System Integrating Forward and Inverse Approach," The Journal of the Insttitute of Image Electronics Engineers of Japan, Vol. 27, No. 4, pp. 349-359,1998 (in japanese)

30. T. Nishita, "Light Scattering models for the Realistic Rendering," EGR 98 (Rendering Techniques 98, Eurographics), Springer-Verlag Wien, pp.1-10, 1998-6

31. Y. Dobashi, T. Nishita, H. Yamashita, T. Okita, "Modeling of Clouds from Satellite Images Using Metaball," Pacific Graphics 98, pp.53-60, 1998-10

32. R. Matsuda, T. Nishita, "Modeling and Deformation Method of Human Body Model Based on Range Data," Shape Modeling International 99, pp.218-219, 1999-3

33. T. Nishita, H. Johan, "A Scan Line Algorithm for Rendering Curved Tubular Objects," Pacific Graphics 99, pp.92-101, 1999-10 T. Nishita, Y. Dobashi, "Modeling and Rendering Methods of Clouds," Pacific Graphics 99, pp.218-219, 1999-10

34. Y. Dobashi, T. Nishita, T. Okita , "Animation of Clouds Using Cellular Automation," CGIM 99, 1999-10.

35. Y. Dobashi, T. Nishita, H. Yamashita, T. Okita, "Using metaballs to modeling and animate clouds from setellite images," The Visual Computing, Vol.15, 9, 1999-10, pp.471-482.

36. H. Johan, Y. Koiso, T. Nishita, "A Solution to Vertex Path Problem in Shape Blending by Using a Dependency Graph," SIGGRAPH 2000, Sketches & Applications, pp.259, 2000-7

37. Y. Dobashi, T. Okita, T. Nishita, "Interactive Rendering of Shafts of Light Using a Hardware-Accelerated Volume Rendering Technique", SIGGRAPH 2000 Sketches & Applications, pp.219, 2000-7

38. K. Onoue, T. Nishita, "A Method for Modeling and Rendering Dunes with wind-ripples," Pacific Graphics 2000, pp.427-430, 2000-10

39. H. Johan, Y. Koiso, T. Nishita, "Morphing Using Curves and Shape Interpolation Techniques," Pacific Graphics 2000, pp.348-358, 2000-10

40. S. Yoshida, T. Nishita, "Modelling of Smoke Flow Taking Obstacles into Account," Pacific Graphics 2000, pp.135-144, 2000-10

41. Y. Dobashi, T. Yamamoto, T. Nishita, "Interactive Rendering Method for Displaying Shafts of Light," Pacific Graphics 2000, pp.31-37, 2000-10

42. B.-Y. Chen, T. Nishita, "jGL and its Applications as a Web3D Platform," Web3D 2001, pp.85-91, 2001-2

43. T. Nishita, Y. Dobashi, "Modeling and Rendering of Various Natural Phenomena Consisting of Particles", Computer Graphics International 2001, pp.149-156, 2001-7

44. Y. Dobashi, T. Nishita, T. Yamamoto, "An Accurate, Fast Method Using Graphics Hardware for Rendering Shafts of Light," The Journal of The Institute of Image Information and Television Engineers, Vol.55, No.7, pp.362-370, 2001-7 (in japanese)

45. Y. Dobashi, R. Miyazaki, S. Yoshida, T. Nishita, "Modeling of Clouds Using a Coupled Map Lattice," SIGGRAPH 2001, Sketches & Applications, pp.229, 2001-7

46. H. Johan, T. Nishita, "2D Shape Interpolation Using A Hierarchical Approach," SIGGRAPH 2001 Sketches & Applications, pp.143, 2001-7

47. T. Haga, H. Johan, T. Nishita, "Animation Method for Pen-and-Ink Illustrations Using Stroke Coherency," CAD & Graphics 2001, pp.333-343, 2001-8

48. K. Iwasaki, Y. Dobashi, T. Nishita, "Efficient Rendering of Optical Effects within Water using Graphics Hardware, "Pacific Graphics 2001, pp.374-383, 2001-10

49. Y. Dobashi, T. Yamamoto, T. Nishita, "Efficient Rendering of Lightning Taking into Account Scattering Effects due to Clouds and Atmospheric Particles," Pacific Graphics 2001, pp.390-399, 2001-10

50. R. Miyazaki, S. Yoshida, Y. Dobashi, T. Nishita, "A Method for Modeling Clouds based on Atmospheric Fluid Dynamics, "Pacific Graphics 2001, pp.363-372, 2001-10

51. B.-Y. Chen, T. Nishita, "Multiresolution Streaming Mesh with Shape Preserving and QoS-like Controlling", Web3D 2002, pp.35-42, 2002-2

52. B.-Y. Chen, T. Nishita "The Development of 3D Graphics and VRML Libraries for Web3D Platform by Using Java", J. of IEICE, Vol.J85-D-II, No.6 , pp.1047-1054, 2002

53. B.-Y. Chen, T. Nishita, "Adaptive Solid Texturing for Web Graphics," SIGGRAPH 2002 Web Graphics, pp.299, 2002-7

54. Y. Koiso, K. Amoh, Y. Mochizuki, T. Nishita "Network-based Walk-through System using Relief Textures as Distant View Billboards", J. of IIEEJ, Vol.31, No.4, pp.468-476, 2002-7 (in Japanese)

55. Y. Mochizuki, T. Nishita, "Development For WEB-Based CG System And Its Application to Modeling And Animation Systems, 10th ICGG, Vol.2, pp.172-177, 2002-8

56. T. Nishita, K. Kondo, Y. Ohno, K. Miura, Y. Takai, Y. Dobashi, T. Takahashi, S. Ishiuchi. A. Kimura, A. Miyai, "Development of Web Based Training System and Courseware for Advanced Computer Graphics Courses Enhanced by Interactive Java Applets," 10th ICGG, Vol.2, pp.123-128, 2002-8

57. Y. Dobashi, T. Nishita, T. Yamamoto, "Interactive Rendering of Atmospheric Scattering Effects Using Graphics Hardware," Proc. Graphics Hardware 2002, pp.99-108, 2002-9

58. Y. Dobashi, T. Haga, H. Johan, T. Nishita, "A Method for Creating Mosaic Images Using Voronoi Diagrams, " EUROGRAPHICS 2002,Short Presentatipn, pp.341-348. 2002-9

59. R. Miyazaki, Y. Dobashi, T. Nishita, "Simulation of Cumuliform Clouds Based on Computational Fluid Dy-namics," EUROGRAPHICS 2002, Short Presentatipn, pp.405-410, 2002-9

60. H. Johan, T. Nishita, "Interpolating 2D Shape Hierarchically," EUROGRAPHICS 2002, Short Presentatipn, pp.87-94, 2002-9

61. B.-Y. Chen, Y. Ono, H. Johan, M. Ishii, T. Nishita, J. Feng, "3D Model Deformation along a Parametric Surface, " Visualization, Imaging and Image Processing 2002 (Proc. of the 2nd IASTED International Conference), pp.282-287, 2002-9

62. B.-Y. Chen, T. Nishita, "Adaptive solid texturing for Web3D applications,"Pacific Graphics 2002, pp.433-434, 2002-10

63. Y. Bando, T. Nishita, "A Simple Method for Modeling Wrinkles on Human Skin,"Proc. Pacific Graphics 2002 (The 10th Pacific Conference on Computer Graphics and Applications), pp.166-175, 2002-10.

64. Y. Ono, B.-Y. Chen, T. Nishita, J. Feng, "Free-Form Deformation with Automatically Generated Multiresolution Lattices," Proc. Cyber Worlds 2002, pp.472-479, 2002-11

65. P. Kanongchaiyos, T. Nishita, Y. Shinagawa, T. Kunii, "Topological Morphing Using Reeb Graphs," Cyber Worlds 2002, pp.465-471, 2002-11

66. K. Iwasaki, Y. Dobashi, T. Nishita, "An Efficient Method for Rendering Underwater Optical Effects Using Graphics Hardware", Computer Graphics Forum, Vol.21, No.4, pp.701-711, 2002-12

67. R. Nanba, M. Hasegawa, T. Nishita, K. Aihara, "Optimization using chaotic neural network and its application to lighting design," Control and Cybernetics, Journal of the Systems Research Institute Polish Academy of Sciences, Vol.31, No.2, pp.249-269, 2002-12

68. R. Mizuno, Y. Dobashi, T. Nishita, "Volcanic Smoke Animation using CML," Proc. International Computer Symposium 2002 (ICS2002), Vol. 2, pp.1375-1382, 2002-12.

69. J. Feng, T, Nishita, X. Jin, Q. Peng, "B-Spline Free-Form Deformation of Polygonal Object as Trimmed Bezier Surfaces", The Visual Computing, Vol.18, No.8, pp.493-510, 2002-12

70. K. Onoue, T. Nishita, "A Rendering Method on Desert Scenes of Dunes with Wind-ripples", J. of IEICE, p.282-289, 2003-2 (in Japanese)

71. Y. Dobashi, T. Yamamoto, T. Nishtia, "A Radiosity Method for Point-sampled Geometry", SIGGRAPH 2003 Sketches & Applications, 2003-7

72. R. Mizuno, Y. Dobashi, B.-Yu Chen, T. Nishita, "Modeling Volcanic Clouds: a Physical, 3D and Efficient Method", SIGGRAPH 2003 Sketches & Applications, 2003-7

73. R. Hashimoto, H, Johan, T. Nishita, "Creating Various Styles of Animations Using Example-Based Filtering," Proc. CGI2003, 2003-7. pp.312-317

74. B.-Y. Chen, T. Nishita, "An Efficient Mesh Simplification Method with Feature Detection for Unstructured Meshes and Web Graphics," Proc. CGI2003, pp. 34-41, 2003-7. pp.34-41

75. K. Iwasaki, Y. Dobashi, T. Nishita, "A Volume Rendering Approach for Sea Surfaces Taking into Account Multiple Scattering Using Scattering Maps," Proc. VG2003, 2003-7, pp.129-136.

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