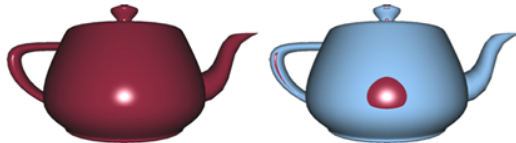




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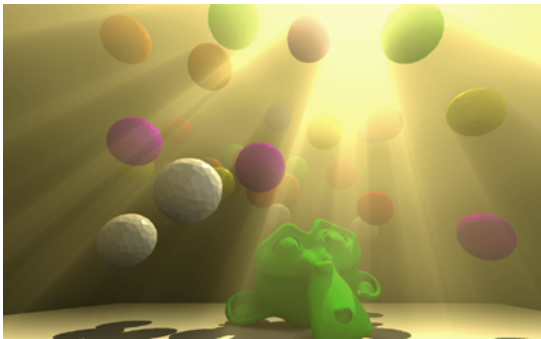
**Optimized Blinn-Phong Glossy Highlights**

Källberg and Larsson



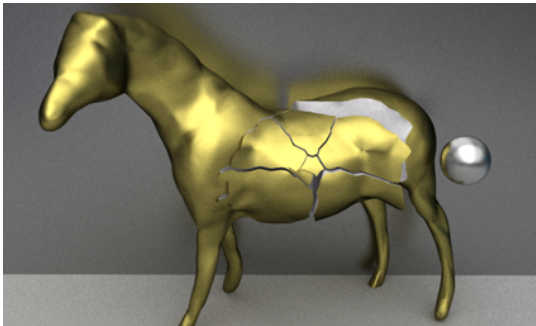
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# Masthead

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## Submission and Review Process

*JCGT* accepts single-blind submissions of formal scientific and engineering articles on computer graphics. Papers may be:

- **Clever hacks and tricks:** previously unpublished conventional wisdom or new implementation tweaks
- **Novel techniques and algorithms:** "battle-tested" new methods with well-analyzed characteristics, especially ones used in real production
- **Implementation and case studies:** production notes, implementation details, discussion of practical workflow around a technique, or new and extensive analysis of previous work
- **Surveys:** summary and discussion of a family of published techniques, similar to a textbook chapter

These may apply to any area of computer graphics, including rendering, user interfaces, modeling, animation, hardware design, geometry, topology, games, film, CAD, DCC, and visualization.

Articles should be "gems" that emphasize simplicity, clarity, and utility. Their goal is to help implementers decide if the technique is appropriate for their application and then assist in that implementation.

The limitations, border cases, and artifacts of a technique should be explained in detail. For example, it is fine for a technique to work only well 5% of the time, so long as the reader understands the conditions that trigger that case and what happens in the other cases. "Battle-tested" means that you have thoroughly investigated these limits. There are many ways to accomplish this, including experiments on many and diverse scenes or platforms, careful analytic analysis of the entire input domain followed by experiments, or widespread distribution of the technique among practitioners. Production use is of course the gold standard for battle-testing: if you made a product, then it is definitely useful and something that the community wants to know about.

There is no minimum or maximum article length, however we recommend short articles with supplemental code, data, and video. Only directly relevant related work should be cited. As a coarse rule of thumb, a typical paper is four pages, with four citations, six color images, some inline code examples, and a supplemental code file. Papers that include all implementation details and supplemental code are much more likely to be accepted.

Papers must be original work for which the author owns the copyright on the text and has permission to distribute the images, code, and data.

Papers may be typeset in any tool (since authors need never submit their document source) but must exactly match our [formatting template](#). We

recommend the use of PDFLaTeX and BibTeX, which the template directly supports. We encourage taking advantage of the electronic distribution format with high-resolution color images and text that explicitly refers to the supplemental files that will be distributed alongside it.

**To submit your manuscript:**

1. E-mail a zipfile containing a PDF of your paper and any supplemental files to **Morgan McGuire (editor-in-chief@jcgt.org)**. Your name, affiliation, and e-mail address should appear on the paper.
2. You will receive confirmation e-mail after the EIC has verified that the submission is in order and solicited anonymous peer review.
3. The editorial board will make a determination after the reviews are received. The article will either be **recommended** for publication or **rejected**. Rejected articles may be resubmitted later. Recommended articles are assigned a corresponding editor who will work with the authors to revise the manuscript. Those articles are guaranteed to be published if the author makes the required changes.
4. Recommended articles may progress through several rounds of external review or editing before acceptance.
5. On acceptance, the board appends an article to the current issue and assigns it page numbers. They then post the article on <http://jcgt.org>. The current issue number increments at the end of each quarter and the volume number increments at the end of each calendar year.

*JCGT* board members are encouraged to submit articles of their own. Board members have no access to information about their own submissions or the identity of reviewers and cannot affect the review process. When the editor-in-chief submits an article, the advisory board selects one of its members to act as editor-in-chief for that article. The process is completely blind to the editor-in-chief in that case.

## Klaus Peters: A Remembrance

I'm writing these words on a wireless Bluetooth keyboard, beaming to an app that looks and acts like a mechanical, ribbon-and-paper typewriter. There's something appropriate about this combination of the old and the new when I think about Klaus Peters. He embraced both the best features of traditional publishing and the promise of new technologies, always with the goal of producing the highest quality of publications possible.

Many people know Alice and Klaus Peters as the couple that founded the widely-respected publisher AK Peters. Everyone who worked with them—and that includes a great many people, for their reputation led authors everywhere to their door—knew that Alice and Klaus were not just the heart and soul of the company, but that both were passionate about mathematics, computer science, books, communication, and people. When we started the *Journal of Graphics Tools*, it was obvious that A K Peters was the ideal company to produce, publish, and print those issues, and we worked together happily and productively for many years. When that endeavor transformed into the online *Journal of Computer Graphics Techniques*, Alice and Klaus were our biggest supporters, and Alice later contributed invaluable copyediting and editorial work, which she continues to do today as Managing Editor.

One of my favorite memories of Klaus comes from the party that he and Alice threw at SIGGRAPH 2006. They'd rented the Old South Meeting House, a famous building in the historical section of Boston where American revolutionaries planned their secession from Britain. The room's high wooden beams and great open spaces still invited lofty thoughts, while the room itself still encouraged people to walk around, meet one another, and talk. When I found Klaus he greeted me as usual, with a big smile, an enthusiastic "Hello!", and an arm flung open in welcome. I asked him how he was. "Fine, fine," he told me, and then asked me if I'd heard the latest piece of mathematical news. I hadn't, and Klaus immediately launched into an excited recap of a long-standing problem and some people who had come up with a solution. I didn't know the subject or people prior to then, but that wasn't the point. His enthusiasm for the story, the people, and the discovery were contagious, and by the time he was done I was excited as well. Then we turned to family, and with obvious pleasure he told me

about each of their children and what they were doing. That was Klaus to me: the excitement of ideas and the pleasures of family.

Klaus and Alice established a strong reputation as publishers who saw beyond boundaries to books that would be attractive and stimulating to people who were also stimulated by mathematics and computer science. Technical books of course were a staple, but they also published memoirs, mysteries, crafts, and even books for children, all connected somehow to math and computers and science. If an idea was of high quality and interesting to their audience, then they were open to it. And once a book was accepted, they did everything possible to make it beautiful and successful.

For all his love of tradition and history, Klaus also embraced the present and future. A few years ago Alice and Klaus published a children's counting book full of bright, colorful characters portraying the numbers. Tablets were just going mainstream and the iPad had only recently arrived. Klaus called me one day, excited and buzzing from an inspiration of turning this counting book into an interactive experience, something that could offer a whole new way of engaging and stimulating children's imaginations, and exposing them to the beauty and mystery of numbers and how they work. He was a man who loved books, but he also loved interesting people and beautiful ideas, and embraced anything that could nurture those loves in other people.

Klaus was a warm, generous man who shared his enthusiasms with passion and optimism. He contributed a great deal to the growth of our journal and the growth of our field. He was one of those people you always looked forward to seeing again. Every time I spoke to him he made my world a little broader and deeper.

Andrew Glassner  
Seattle, WA  
October, 2014