Publications:

**Final Gathering Using Ray Differentials**  
Publication: Research - peer-review › Article in proceedings – Annual report year: 2008

**Shader-Based Wireframe Drawing**  
Publication: Research › Journal article – Annual report year: 2008

**Conceptual Configuration of Pharmaceutical Plants in 3D**  
Publication: Research - peer-review › Article in proceedings – Annual report year: 2007

**Interactive Shader Development**  
Publication: Research - peer-review › Article in proceedings – Annual report year: 2007

**Conceptualizing Pharmaceutical Plants**  
Publication: Research - peer-review › Article in proceedings – Annual report year: 2006

**Single-pass Wireframe Rendering**  
Publication: Research › Poster – Annual report year: 2006

**Real-time Global Illumination by Simulating Photon Mapping**  
Publication: Research › Ph.D. thesis – Annual report year: 2004

**Boundary Correct Real-Time Soft Shadows**  
Publication: Research - peer-review › Article in proceedings – Annual report year: 2004

**Simulating Photon Mapping for Real-time Applications**  
Publication: Research - peer-review › Article in proceedings – Annual report year: 2004

**Optimizing Photon Mapping Using Multiple Photon Maps for Irradiance Estimates**  
Publication: Research › Poster – Annual report year: 2003

**Real-time Terrain Rendering using Smooth Hardware Optimized Level of Detail**  
Publication: Research - peer-review › Journal article – Annual report year: 2003

**Using Cellular Phones to Interact with Virtual Environments**  
Publication: Research › Poster – Annual report year: 2002

**Deformable skinning on bones**  
Publication: Research › Report – Annual report year: 2001

Projects:

**Virtual reality - collaborative work**  
Project: PhD