

REFERENCES:-

Athane,D.N., Chevillard. B., Liddell,A., Losito,F., Nguyen,M..
Un Tour De Manège. Available from: http://www.youtube.com/watch?v=2qNTkGF2_-s&feature=Playlist&p=646EF1652970376B&playnext_from=PL
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Notes:inspirations for the work I'm doing.

Birn, J.2006. *Digital Lighting & Rendering,Second Edition*. New Riders.

Notes: book on lighting and rendering especially in photorealistic rendering.

Gooch. A., Gooch, B.,Shirley.P.,Cohen,E.,1998.A Non-Photorealistic Lighting Model for Automatic Technical Illustration. *25th annual conference on Computer graphics and interactive techniques*. New York, NY, USA: ACM. July 1998 . 447 - 452.

Notes: paper which gives the algorithm which I use to implement the shader.

Houdini

Notes: software used to build rib file for rendering.

Ebert,D.S., Musgrave, F.K., Peachey, D., Perlin ,K., Worley , S.,2003. *Texturing & Modelling , A Procedural Approach*. USA : Morgan Kaufmann Publishers.

Notes: books on procedurally generating patterns and thoughts on computer and creative art.

Meier, B. J. ,1998. Painterly Rendering For Animation. *23rd Annual Conference On Computer Graphics and Interactive Techniques*. New York, NY, USA : ACM. August 1996 . 477 – 484

Notes: paper on painterly rendering using particle and stroke texture.

RenderMan

Notes: software used to render the rib file using the shader written with RenderMan Shading Language.

Reynolds,C.,2003.*Stylized Depiction in Computer Graphics*.Available from :<http://www.red3d.com/cwr/npr/>.
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Notes: an annotated survey of online resources about NPR.

Strothotte,T.. Schlechtweg,S., 2002. *Non-Photorealistic Computer Graphics, Modelling,Rendering, and Animation*.
London: Morgan Kaufmann Publishers.

Notes: basic knowledge about non photorealistic rendering and different rendering styles.

Stephenson,I.,2007. *Essential RenderMan*. London:Springer.

Notes: books on RenderMan, explained how the shading models work and how to write shader in RenderMan Shading Language.