

รายการอ้างอิง

- Cohen, M. F., Shade, J., Hiller, S., & Deussen, O. (2003). *Wang Tiles for image and texture generation*. Paper presented at the ACM SIGGRAPH 2003 Papers.
- Fedkiw, R., Stam, J., & Jensen, H. W. (2001). *Visual simulation of smoke*. Paper presented at the Proceedings of the 28th annual conference on Computer graphics and interactive techniques.
- Grudziński, J., & Dębowski, A. (2007). Clouds and Atmospheric Phenomena Simulation in Real-Time 3D Graphics *Computer Vision/Computer Graphics Collaboration Techniques* (pp. 117-127).
- Harris, M. J., Baxter, W. V., Scheuermann, T., & Lastra, A. (2003). *Simulation of cloud dynamics on graphics hardware*. Paper presented at the Proceedings of the ACM SIGGRAPH/EUROGRAPHICS conference on Graphics hardware.
- Lagae, A., & Dutré, P. (2006). An alternative for Wang tiles: colored edges versus colored corners. *ACM Trans. Graph.*, 25(4), 1442-1459.
- Lu, A., & Ebert, D. S. (2005). *Example-based volume illustrations*. Paper presented at the Visualization, 2005. VIS 05. IEEE.
- Lu, A., Ebert, D. S., Qiao, W., Kraus, M., & Mora, B. (2004). *Interactive Volume Illustration Using Wang Cubes* (No. TR-ECE-04-05): <https://engineering.purdue.edu/ECE/Research/TR/TR/2004.whtml>.
- Lu, A., Ebert, D. S., Qiao, W., Kraus, M., & Mora, B. (2007). Volume illustration using Wang Cubes. *Acm Transactions on Graphics*, 26(2).
- Palabos - Parallel Lattice Boltzmann Solver. from www.lbmethod.org/palabos/
- Stam, J. (1997). *Aperiodic Texture Mapping* (Tech. Rep. No. R046): European Research Consortium for Informatics and Mathematics (ERCIM).
- Stam, J. (1999). *Stable fluids*. Paper presented at the Proceedings of the 26th annual conference on Computer graphics and interactive techniques.
- Wang, H. (1960). Proving theorems by pattern recognition I. *Commun. ACM*, 3(4), 220-234.
- Xiaoming, W., Wei, L., Mueller, K., & Kaufman, A. E. (2004). The lattice-Boltzmann method for simulating gaseous phenomena. *Visualization and Computer Graphics, IEEE Transactions on*, 10(2), 164-176.