

L<sup>A</sup>T<sub>E</sub>X (BibT<sub>E</sub>X powered)!

Obedient Grad Student

July 7, 2014

## 1 Introduction

OBS(Obedient Grad Student)'s first paper[2] was written before my first paper[3].

See below the bibliography imported in L<sup>A</sup>T<sub>E</sub>X from the database.

## References

- [1] A. Lu, C. Morris, J. Taylor, D. Ebert, P. Rheingans, C. Hansen, and M. Hartner. Illustrative interactive stipple rendering. In *IEEE Transactions on Visualization and Computer Graphics*, volume 9, pages 127–138, 2003.
- [2] Stefan Schlechtweg, Tobias Germer, and Thomas Strothotte. Renderbots: Multi agent systems for direct image generation. *Computer Graphics Forum*, 24:283–290, 2005.
- [3] Adrian Secord. Weighted voronoi stippling. In *Proceedings of NPAR*, pages 37–43. ACM Press, 2002.
- [4] Bruce Gooch and Amy Gooch. *Non-photorealistic Rendering*. A. K. Peters, July 2001.
- [5] Oliver Deussen, Stefan Hiller, Cornelius Van Overveld, and Thomas Strothotte. Floating points: A method for computing stipple drawings. *Computer Graphics Forum*, 19:40–51, 2000.