

## 參考文獻

- [1] On-line Paper Doll Flash Game, MyScene.com
- [2] “描邊式圖像卡通轉換系統之研發”，工業技術研究院分包學術機構計畫，主持人：廖文宏，96年
- [3] S. Yamamoto, X. Mao and A. Imamiya, “Colored pencil filter with custom colors”, *Proc. of the Pacific Conference on Computer Graphics and Applications*, p.329- 338, 2004
- [4] RotoScoping, <http://en.wikipedia.org/wiki/Rotoscoping>
- [5] J. Puzicha, M. Held, J. Ketterer, J. M. Buhmann, and D. Fellner, “On Spatial Quantization of Color Images”, *Technical Report IAI-TR-98-1*, University of Bonn. 1998.
- [6] P. Chiang, “Caricature Generation by Analyzing Facial Features”, *Master’s thesis*, NCCU, Taiwan, 2004
- [7] J. Ruppert., “A Delaunay Refinement Algorithm for Quality 2-Dimensional Mesh Generation”, *Journal of Algorithms*, Vol.18, No.3, p548-585, 1995.
- [8] Z. Y. Wu, S. Zhang, L. H. Cai, and H. M. Meng, “Real-time Synthesis of Chinese Visual Speech and Facial Expressions using MPEG-4 FAP Features in a Three-dimensional Avatar”, *Proc. Int. Conf. on Spoken Language Processing*, p.1802-1805, 2006
- [9] M. B. Stegmann, “The AAM-API: An Open Source Active Appearance Model Implementation”, *Proc. of Medical Image Computing and Computer-Assisted Intervention*, p.951-952, 2003

- [10] AAM-API, C++ implementation of the Active Appearance Model framework  
<http://www2.imm.dtu.dk/~aam/aamapi/>
- [11] A. Raouzaïou, N. Tsapatsoulis, K. Karpouzis, and S. Kollias, “Parameterized Facial Expression. Synthesis Based on MPEG-4.”, *EURASIP Journal on Applied Signal Processing*, Vol. 2002, No.10, p.1021-1038, 2002
- [12] L. Malatesta, A. Raouzaïou, K. Karpouzis, and S. Kollias, “MPEG-4 Facial Expression Synthesis based on Appraisal Theory.”, *3<sup>rd</sup> IFIP conference in Artificial Intelligence Applications and Innovations*, 2006
- [13] R. Hsu, and A. K. Jain, “Generating Discriminating Cartoon Faces Using Interacting Snakes”, *IEEE Transactions on Pattern Analysis and Machine Intelligence*, vol.25, p.1388-1398, 2003
- [14] D. Decarlo, and A. Santella, “Stylization and Abstraction of Photographs”, *Proc. of SIGGRAPH 2002*, p.769-776, 2002
- [15] J. Wang, Y. Xu, H. Shum and M. Cohen, “Video Tooning”, *Proc. of SIGGRAPH 2004*, Vol. 23, No. 3, p.574-583, 2004
- [16] H. Chen, Z. Liu, C. Rose, Y. Xu, H. Shum and D. Salesin, “Example-based Composite Sketching of Human Portraits”, *Proc. of the 3<sup>rd</sup> International Symposium on Non-photorealistic Animation and Rendering*, p.95-153, 2004
- [17] A. Sacco, “Imitating A Scanner Darkly”, An Adobe Illustrator Tutorial,  
<http://www.illustratortechniques.com/imitating-a-scanner-darkly.html>
- [18] S. Patterson, “Combining Reality With A Rotoscope-Style Painting”, *An Adobe PhotoShop Tutorial*, Photoshop Essentials.com  
<http://www.photoshopessentials.com/photo-effects/rolescope/>

- [19] J. Wang, B. Thiesson, Y. Xu, and M. F. Cohen, "Image and Video Segmentation by Anisotropic Kernel Mean Shift", *Proc. of European Conference on Computer Vision*, 2004
- [20] D. Comaniciu, and P. Meer, "Mean Shift: A Robust Approach toward Feature Space Analysis", *IEEE Trans. Pattern Analysis and Machine Intelligence*, Vol.24, No.5, p.603-619, 2002
- [21] D. Comaniciu, V. Ramesh, and P. Meer, "Real-time Tracking of Non-rigid Object Using Mean Shift", *Proc. of IEEE conference on Computer Vision and Pattern Recognition*, p.142-151, 2000
- [22] L. Guibas, and J. Stolfi, "Primitives for the Manipulation of General Subdivisions and the Computation of Voronoi Diagrams", *ACM Transactions on Graphics*, Vol.4, No.2, p.74-123, 1985
- [23] AutoTrace: converts bitmap to vector graphics, <http://autotrace.sourceforge.net/>
- [24] J. R. Shewchuk, "Triangle: Engineering a 2D Quality Mesh Generator and Delaunay Triangulator", *Applied Computational Geometry: Towards Geometric Engineering*, Vol. 1148 of Lecture Notes in Computer Science, p.203-222, 1996.
- [25] R. C. Gonzalez, and R. E. Woods, "Chap3 Image Enhancement in Spatial Domain", *Digital Image Processing 2<sup>nd</sup> Edition*, Prentice Hall, p.75-136, 2001
- [26] P. Meer, and B. Georgescu, "Edge detection with embedded confidence.", *IEEE Trans. On Pattern Analysis and Machine Intelligence*, Vol. 23, p.1351-1365, 2001
- [27] P. Heckbert, "Color Image Quantization for Frame Buffer Display", *Proc. of the 9th annual conference on Computer graphics and interactive techniques*, vol.16, no.3, p.297-307, 1982

- [28] Z. Xiang and G. Joy, "Color Image Quantization by Agglomerative Clustering", *IEEE Computer Graphics and Applications*, vol.14, no.3, p.44-48, 1994
- [29] D. Clark, "Color Quantization using Octrees", *Dr. Dobbs's Journal*, p.54-57 and 102-104, 1996
- [30] R. Ulichney, "Dithering with Blue Noise", *Proc. of IEEE*, vol.76, p.56-79, 1988
- [31] R. Floyd and L. Steinberg, "An Adaptive Algorithm for Spatial Greyscale", *Proc. of Society for Information Display*, vol. 17, no. 2, Wiley, 1976
- [32] S. Lee, G. Wolberg, and S. Y. Shin, "Polymorph: Morphing Among Multiple Images", *IEEE Computer Graphics and Applications*, Vol.18, p.58-71,1998
- [33] M. Grundland and N. A. Dodgson, "Color Histogram Specification by Histogram Warping", *Proc. of Society of Photo-Optical Instrumentation Engineers*, vol. 5667, p.610-621, 2005
- [34] K. Perlin, Responsive Face Demo, <http://mrl.nyu.edu/~perlin/facedemo/>
- [35] K. Balci, "Xface: MPEG-4 Based Open Source Toolkit for 3d Facial Animation", *Proc. of Advanced Visual Interfaces*, p.399-204, 2004
- [36] S. Garchery, A. Egges, and N. Magnenat-Thalmann, "Fast Facial Animation Design for Emotional Virtual Humans" *Proc. of Measuring Behaviour*, 2005
- [37] P. Ekman, "Facial Expression and Emotion", *Am Psychologist*, Vol.48, p.384-392, 1993
- [38] A. Bevilacqua, and P. Azzari, "A High Performance Exact Histogram Specification Algorithm", *14th International Conference on Image Analysis and Processing (ICIAP 2007)*, p. 623-628, 2007