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Conference Proceedings

P67 *Rigging and Data for the Facial Animation of Virtual Actors*

M. Mascaró, F. J. Serón, F. J. Perales, J. Varona

In: **Articulated Motion and Deformable Objects-AMDO**, pp. 170-179, **2014**.

Lecture Notes Computer Science LNCS-8563

DOI: 10.1007/978-3-319-08849-5_17

ISBN: 978-3-319-08849-5

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P66 *TimeMesh: Producing and Evaluating a Serious game*

P. M. Latorre, F. J. Serón, J. López, C. Vaz de Carvalho,

Interaction'14: Proceedings of the XV International Conference on Human Computer Interaction, Article No.:100, pp. 1-8, **2014**.

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P65 *Modeling and Manufacturing Strategies Based on Smart Geometry. Example of a Stand.*

H. Martinez, U. M. Bruscato, F. J. Seron

Geometrias'14 Proceedings, pp. 103-108, **2014**.

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P64 *Ejemplos de realidad modificada aplicada a la desmaterialización de fachadas mediante imágenes digitales.*

F. J. Seron, U. M. Bruscato,

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P63 *WastEdu: Usando una plataforma de Interfaces Tangibles con fines didácticos*

G. Frías, J. M. Marco, F. J. Serón, P. M. Latorre, A. De Echave

XII Congreso Internacional de Interacción Persona-Ordenador (Interacción 2011), pp.329-332, **2011**.

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P62 *Serious Games Network*

P. M. Latorre, F. J. Serón, C. Vaz de Carvalho
Congreso Internacional de Arqueología e Informática Gráfica, Patrimonio e Innovación. Arqueológica 2.0, pp.216-222, **2011**.
Editores: A. Grande, V.M. López-Menchero, A. Hernández-Barahona
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P61 *Sgraffito simulation through image processing*

R. A. Guerrero, F. J. Seron
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2011
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IEEE Catalog Number: CFP1083L-ART,
ISBN: 978-1-4244-9017-2
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P60 *Vanishing Point estimation from monocular images*

E. J. Chappero, R. A. Guerrero, F. J. Seron
9th International Information and Telecommunication Technologies Symposium (I2TS' 2010), IEEE, pp. 177-182, **2010**
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P58 *Efficient Visualization of Dynamic Urban Scenes*

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Referencia: *The VII IASTED International Conference on Visualization, Imaging and Image Processing*, Paper 652-044, pp. 1776-183, **2009**.
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- P56 *IV Iberoamerican Symposium in Computer Graphics (SIACG2009)***.
O. Rodríguez, F. Serón, R. Joan-Arinyo, J. Madeiras, J. Rodríguez, E. Coto
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- P55 *BqR-Tree: a Data Structure for Urban flights and Walktroughs***
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Editores: O. Rodríguez, F. Serón, R. Joan-Arinyo, J. Madeiras, J. Rodríguez, E. Coto
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- P54 *BQ-RTree: a R-TREE Data Structure Improved by a Spatial Partition in Quadtree***
J. L. Pina, E. Cerezo, F. J. Serón
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- P51 *Recreating a Prehistoric Village: from the Epipaleolithic to the Iron Age***
D. Gutiérrez, E. Sobreviela, F. Gómez, F. J. Serón
Referencia: Computer Applications & Quantitative Methods in Archaeology (2005). Publication pp. 45-49, **2007**
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- P50 *Efficient Physically-Based Simulation of Non-Linear Media***
A. Muñoz, D. Gutierrez, F. Serón
Referencia: GRAPHITE 2006, 4th International Conference on Computer Graphics and Interactive Techniques in Australasia and Southeast Asia, pp. 97-105, **2006**
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- P49 *Parallelization of Inverse Design of Luminaire Reflectors***
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M. Flores, D. Gutiérrez, F. Serón
Referencia: Ibero-American Symposium on Computer Graphics – SIACG'06, (Short papers) pp. 4-7, **2006**
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- P43** *Predictive sunlight simulation for the remodelling of the Real Madrid stadium*
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Referencia: Graphite 2005, (sketch) pp. 139-143, **2005**
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- P41** *Tools for Simulation and Visualization of Complex Illumination Environments*
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- P34** *Chasing the Green Flash: a Global Illumination Solution for Inhomogeneous Media* (1st. Best SCCG Paper Award)
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