Journal Articles

[J1] B. Goldluecke, M. Aubry, K. Kolev and D. Cremers,

[J2] B. Goldluecke, E. Strekalovskiy and D. Cremers,

[J3] B. Goldluecke, E. Strekalovskiy and D. Cremers,

[J4] A. Sellent, M. Eisemann, B. Goldluecke, D. Cremers and M. Magnor,


[J7] B. Goldluecke, I. Ihrke, C. Linz and M. Magnor,


[J9] C. Michel, S. D. Baranovskii, P. J. Klar, P. Thomas and B. Goldluecke,

Conference and Workshop Papers


[C13] B. Goldluecke and M. Magnor,
Space-Time Isosurface Evolution for Temporally Coherent 3D Reconstruction,

[C14] B. Goldluecke and M. Magnor,
Joint 3D Reconstruction and Background Separation in Multiple Views using
Graph Cuts,

[C15] B. Goldluecke and M. Magnor,
Real-time Microfacet Billboarding for Free-viewpoint Video Rendering,

[C16] B. Goldluecke and M. Magnor,
Real-time, Free-viewpoint Video Rendering from Volumetric Geometry,
Ebrahimi, Touradj, Sikora and Thomas(Eds.), Lugano, Switzerland, Proceedings of SPIE,

[C17] C. Petz, B. Goldluecke and M. Magnor,
Hardware-accelerated Autostereogram Rendering for Interactive 3D Visualization,
Stereoscopic Displays and Virtual Reality Systems X, Santa Clara, USA, SPIE Proceedings,

[C18] B. Goldluecke, M. Magnor and B. Wilburn,
Hardware-accelerated Dynamic Light Field Rendering,

PhDThesis

[PhD1] B. Goldluecke,
Multi-Camera Reconstruction and Rendering for Free-viewpoint Video,
Max-Planck-Institute for Computer Science, Saarbrücken, Germany, July 2006.

MastersThesis

[M1] B. Goldluecke,
Nichtkonforme Finite Elemente und Kollokation für elliptische Randwertprobleme,