

Publikationen

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- Z. H. CIGOLLE, S. DONOW, D. EVANGELAKOS, M. MARA, M. MCGUIRE, Q. MEYER. *A Survey of Efficient Representations for Independent Unit Vectors*, JCGT, 2013
- C. SIEGL, Q. MEYER, G. SUßNER, M. STAMMINGER. *Solving Aliasing from Shading with Selective Shader Supersampling*, C&G, 2013
- H. SCHÄFER, M. PRUS, Q. MEYER, J. SÜßMUTH, M. STAMMINGER. *Multi-Resolution Attributes for Hardware Tessellated Objects*, TVCG, 2013
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- H. SCHÄFER, M. PRUS, Q. MEYER, J. SÜßMUTH, M. STAMMINGER. *Multiresolution attributes for tessellated meshes*, I3D, 2012
- Q. MEYER, G. SUßNER, G. GREINER, M. STAMMINGER. *Adaptive Level-of-Precision for GPU-Rendering*, VMV, 2011
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- Q. MEYER, F. SCHÖNFELD, M. STAMMINGER, R. WANKA. *3-SAT on CUDA: Towards a massively parallel SAT solver*, HPCS, 2010
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- G. SUßNER, Q. MEYER, G. GREINER. *High Quality Realtime Tessellation of Trimmed NURBS Surfaces for Interactive Examination of Surface Quality on Car Bodies*, International Meshing Roundtable, 2008

Dissertation

- Q. MEYER, *Real-Time Geometry Decompression on Graphics Hardware*, Dr.-Hut-Verlag, 2012

Patente

- Q. MEYER, M. POERNER. *Graphical Representation of Roads and Routes Using Hardware Tessellation*, US Patent App. 14/721,583, 2015
- C. LOOP, C. EISENACHER, Q. MEYER. *View-Dependent Rendering of Parametric Surfaces*, US Patent 20100259540, 2010