A Survey of Fur Rendering Techniques

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Pixar’s *Monsters, Inc* impressed audiences with the simulation of realistic fur blowing in the wind. As well, Sony Computer Entertainment’s *Shadow of the Colossus* impressively featured large lumbering characters with real time rendered fur. This paper will attempt to survey various techniques used to render fur in images and animation. Both non-interactive and interactive techniques will be covered in an attempt to explore early works, such as [3] and more recent techniques, such as [4].

**Bibliography**


