Feedback -- Results:

First batch of papers:

	Waste of time	Marginal	OK paper	Good	A “must read”
Lorensen and Klein: "Marching Cubes: High-Res. 3D Surface Construction Algorithm"				2	5
Nealen et.al.: “FiberMesh: Designing Free-form Surfaces with 3D Curves”		1	2	4	
Parish and Mueller: "Procedural Modeling of Cities"	1		1	5	
Sederberg and Parry: "Free-Form Deformation of Solid Geometry Models"			3	3	1
McMains, Smith, Wang, and Séquin, "Layered Manufacturing of Thin-Walled Parts"			2	4	1
Karl Sims: "Evolving Virtual Creatures"			1	3	2
"An Introduction to Lindemayer Systems" (+ Work by P. Prusinkiewicz)			1	5	1

Second batch of papers:

	Waste of time	Marginal	OK paper	Good	A “must read”
Prusinkiewicz et al: "The use of positional information in the modeling of plants"	1	2	2	2	
Curless and Levoy: "A Volumetric Method for Building Complex Models"			1	2	4
Xu and Kaplan: "Image-Guided Maze Construction"		1	4	4	
Hoppe et al: "Piecewise Smooth Surface Reconstruction"			1	3	3
Garland and Heckbert: "Surface Simplification Using Quadric Error Metrics"			1	3	3
Frisken et.al.: "Adaptively Sampled Distance Fields"			2	3	2
Fisher et al.: "Design of Tangent Vector Fields"			4	2	1