Johannes Hanika

List of Publications by Year
in descending order

25 papers	442 citations	933447 10 h-index	839539 18 g-index
25 all docs	25 docs citations	25 times ranked	219 citing authors

#	Article	IF	Citations
1	Optimised Path Space Regularisation. Computer Graphics Forum, 2021, 40, 139-151.	3.0	3
2	Spectral imaging in production. , 2021, , .		5
3	Path guiding in production. , 2019, , .		32
4	A Low-Dimensional Function Space for Efficient Spectral Upsampling. Computer Graphics Forum, 2019, 38, 147-155.	3.0	14
5	Re-Weighting Firefly Samples for Improved Finite-Sample Monte Carlo Estimates. Computer Graphics Forum, 2018, 37, 410-421.	3.0	10
6	Monte Carlo Methods for Volumetric Light Transport Simulation. Computer Graphics Forum, 2018, 37, 551-576.	3.0	65
7	Manuka. ACM Transactions on Graphics, 2018, 37, 1-18.	7.2	28
8	Path tracing in production. , 2018, , .		9
9	Selective guided sampling with complete light transport paths. ACM Transactions on Graphics, 2018, 37, 1-14.	7.2	22
10	Multiple Vertex Next Event Estimation for Lighting in dense, forward-scattering Media. Computer Graphics Forum, 2017, 36, 21-30.	3.0	7
11	Line Integration for Rendering Heterogeneous Emissive Volumes. Computer Graphics Forum, 2017, 36, 101-110.	3.0	8
12	Path tracing in production - part 1. , 2017, , .		17
13	Path tracing in production - part 2. , 2017, , .		7
14	Microfacet-based normal mapping for robust Monte Carlo path tracing. ACM Transactions on Graphics, 2017, 36, 1-12.	7.2	18
15	Physically based computer graphics for realistic image formation to simulate optical measurement systems. Journal of Sensors and Sensor Systems, 2017, 6, 171-184.	0.9	7
16	Estimating local Beckmann roughness for complex BSDFs. , 2016, , .		1
17	Sparse high-degree polynomials for wide-angle lenses. Computer Graphics Forum, 2016, 35, 89-97.	3.0	10
18	Improving the Dwivedi Sampling Scheme. Computer Graphics Forum, 2016, 35, 37-44.	3.0	5

#	Article	IF	Citations
19	Physically Meaningful Rendering using Tristimulus Colours. Computer Graphics Forum, 2015, 34, 31-40.	3.0	48
20	Manifold Next Event Estimation. Computer Graphics Forum, 2015, 34, 87-97.	3.0	34
21	Efficient Monte Carlo rendering with realistic lenses. Computer Graphics Forum, 2014, 33, 323-332.	3.0	23
22	The natural-constraint representation of the path space for efficient light transport simulation. ACM Transactions on Graphics, 2014, 33, 1-13.	7.2	54
23	Realâ€Time Disparity Mapâ€Based Pictorial Depth Cue Enhancement. Computer Graphics Forum, 2012, 31, 275-284.	3.0	3
24	Edgeâ€Optimized Ã€â€Trous Wavelets for Local Contrast Enhancement with Robust Denoising. Computer Graphics Forum, 2011, 30, 1879-1886.	3.0	10
25	(t, m, s)-Nets and Maximized Minimum Distance. , 2008, , 397-412.		2