

Jan Novák

List of Publications by Year in descending order

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Version: 2024-02-01

22
papers

1,014
citations

567281

15
h-index

752698

20
g-index

22
all docs

22
docs citations

22
times ranked

494
citing authors

#	ARTICLE	IF	CITATIONS
1	Kernel-predicting convolutional networks for denoising Monte Carlo renderings. ACM Transactions on Graphics, 2017, 36, 1-14.	7.2	183
2	Neural Importance Sampling. ACM Transactions on Graphics, 2019, 38, 1-19.	7.2	118
3	Scalable Realistic Rendering with Many-Light Methods. Computer Graphics Forum, 2014, 33, 88-104.	3.0	91
4	Portal-Masked Environment Map Sampling. Computer Graphics Forum, 2015, 34, 13-19.	3.0	76
5	Practical Path Guiding for Efficient Light-Transport Simulation. Computer Graphics Forum, 2017, 36, 91-100.	3.0	74
6	Monte Carlo Methods for Volumetric Light Transport Simulation. Computer Graphics Forum, 2018, 37, 551-576.	3.0	65
7	Residual ratio tracking for estimating attenuation in participating media. ACM Transactions on Graphics, 2014, 33, 1-11.	7.2	55
8	Real-time neural radiance caching for path tracing. ACM Transactions on Graphics, 2021, 40, 1-16.	7.2	54
9	Virtual ray lights for rendering scenes with participating media. ACM Transactions on Graphics, 2012, 31, 1-11.	7.2	52
10	Nonlinearly Weighted First-order Regression for Denoising Monte Carlo Renderings. Computer Graphics Forum, 2016, 35, 107-117.	3.0	46
11	Efficient rendering of heterogeneous polydisperse granular media. ACM Transactions on Graphics, 2016, 35, 1-14.	7.2	33
12	Neural control variates. ACM Transactions on Graphics, 2020, 39, 1-19.	7.2	33
13	Progressive Virtual Beam Lights. Computer Graphics Forum, 2012, 31, 1407-1413.	3.0	31
14	A radiative transfer framework for non-exponential media. ACM Transactions on Graphics, 2018, 37, 1-17.	7.2	24
15	Reversible Jump Metropolis Light Transport Using Inverse Mappings. ACM Transactions on Graphics, 2018, 37, 1-12.	7.2	23
16	Screen-space bias compensation for interactive high-quality global illumination with virtual point lights. , 2011, , .		17
17	Rasterized Bounding Volume Hierarchies. Computer Graphics Forum, 2012, 31, 403-412.	3.0	14
18	Approximate Bias Compensation for Rendering Scenes with Heterogeneous Participating Media. Computer Graphics Forum, 2012, 31, 2145-2154.	3.0	10

#	ARTICLE	IF	CITATIONS
19	An unbiased ray-marching transmittance estimator. ACM Transactions on Graphics, 2021, 40, 1-20.	7.2	10
20	Reduced Aggregate Scattering Operators for Path Tracing. Computer Graphics Forum, 2016, 35, 461-473.	3.0	4
21	Real-time neural radiance caching for path tracing. ACM Transactions on Graphics, 2021, 40, 1-16.	7.2	1
22	An unbiased ray-marching transmittance estimator. ACM Transactions on Graphics, 2021, 40, 1-20.	7.2	0