Jan Novã¡k

List of Publications by Year
in descending order

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	An unbiased ray-marching transmittance estimator. ACM Transactions on Graphics, 2021, 40, 1-20.	7.2	0
2	An unbiased ray-marching transmittance estimator. ACM Transactions on Graphics, 2021, 40, 1-20.	7.2	10
3	Real-time neural radiance caching for path tracing. ACM Transactions on Graphics, 2021, 40, 1-16.	7.2	1
4	Real-time neural radiance caching for path tracing. ACM Transactions on Graphics, 2021, 40, 1-16.	7.2	54
5	Neural control variates. ACM Transactions on Graphics, 2020, 39, 1-19.	7.2	33
6	Neural Importance Sampling. ACM Transactions on Graphics, 2019, 38, 1-19.	7.2	118
7	Reversible Jump Metropolis Light Transport Using Inverse Mappings. ACM Transactions on Graphics, 2018, 37, 1-12.	7.2	23
8	Monte Carlo Methods for Volumetric Light Transport Simulation. Computer Graphics Forum, 2018, 37, 551-576.	3.0	65
9	A radiative transfer framework for non-exponential media. ACM Transactions on Graphics, 2018, 37, 1-17.	7.2	24
10	Practical Path Guiding for Efficient Light‐Transport Simulation. Computer Graphics Forum, 2017, 36, 91-100.	3.0	74
11	Kernel-predicting convolutional networks for denoising Monte Carlo renderings. ACM Transactions on Graphics, 2017, 36, 1-14.	7.2	183
12	Reduced Aggregate Scattering Operators for Path Tracing. Computer Graphics Forum, 2016, 35, 461-473.	3.0	4
13	Efficient rendering of heterogeneous polydisperse granular media. ACM Transactions on Graphics, 2016, 35, 1-14.	7.2	33
14	Nonlinearly Weighted First-order Regression for Denoising Monte Carlo Renderings. Computer Graphics Forum, 2016, 35, 107-117.	3.0	46
15	Portal‐Masked Environment Map Sampling. Computer Graphics Forum, 2015, 34, 13-19.	3.0	76
16	Residual ratio tracking for estimating attenuation in participating media. ACM Transactions on Graphics, 2014, 33, 1-11.	7.2	55
17	Scalable Realistic Rendering with Many‐Light Methods. Computer Graphics Forum, 2014, 33, 88-104.	3.0	91
18	Virtual ray lights for rendering scenes with participating media. ACM Transactions on Graphics, 2012, 31, 1-11.	7.2	52

#	Article	IF	Citations
19	Approximate Bias Compensation for Rendering Scenes with Heterogeneous Participating Media. Computer Graphics Forum, 2012, 31, 2145-2154.	3.0	10
20	Rasterized Bounding Volume Hierarchies. Computer Graphics Forum, 2012, 31, 403-412.	3.0	14
21	Progressive Virtual Beam Lights. Computer Graphics Forum, 2012, 31, 1407-1413.	3.0	31
22	Screen-space bias compensation for interactive high-quality global illumination with virtual point lights. , 2011, , .		17