Morgan Mcguire

List of Publications by Year
in descending order

10 papers	**298** citations	3311381 **1** h-index	2550090 **3** g-index
11 all docs	**11** docs citations	**11** times ranked	**267** citing authors

#	Article	IF	Citations
1	OptiX. , 2010, , .		90
2	GPU ray tracing. Communications of the ACM, 2013, 56, 93-101.	4.5	90
3	Hardware-accelerated global illumination by image space photon mapping. , 2009, , .		58
4	An efficient denoising algorithm for global illumination. , 2017, , .		23
5	Subpixel reconstruction antialiasing for deferred shading. , 2011, , .		22
6	Are we done with ray tracing?. , 2019, , .		11
7	Dynamic humanoid balance through inertial control. , 2007, , .		2
8	Aggregate G-Buffer Anti-Aliasing -Extended Version-. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 2215-2228.	4.4	1
9	Dynamic Diffuse Global Illumination Resampling. Computer Graphics Forum, 2022, 41, 158-171.	3.0	1
10	Guest Editor's Introduction: Special Section on the Symposium on Interactive 3D Graphics and Games (I3D). IEEE Transactions on Visualization and Computer Graphics, 2010, 16, 705-706.	4.4	0