

Morgan Mcguire

List of Publications by Year in descending order

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Version: 2024-02-01

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