

# Steve Marschner

## List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

14  
papers

333  
citations

9  
h-index

14  
g-index

14  
ext. papers

413  
ext. citations

5.6  
avg, IF

3.63  
L-index

#	Paper	IF	Citations
14	Building volumetric appearance models of fabric using micro CT imaging. <i>ACM Transactions on Graphics</i> , <b>2011</b> , 30, 1-10	7.6	58
13	On-The-Fly Print <b>2016</b> ,		50
12	A comprehensive framework for rendering layered materials. <i>ACM Transactions on Graphics</i> , <b>2014</b> , 33, 1-14	7.6	42
11	Interactive design of periodic yarn-level cloth patterns. <i>ACM Transactions on Graphics</i> , <b>2019</b> , 37, 1-15	7.6	34
10	Rendering specular microgeometry with wave optics. <i>ACM Transactions on Graphics</i> , <b>2018</b> , 37, 1-10	7.6	33
9	Position-normal distributions for efficient rendering of specular microstructure. <i>ACM Transactions on Graphics</i> , <b>2016</b> , 35, 1-9	7.6	33
8	Specular reflection from woven cloth. <i>ACM Transactions on Graphics</i> , <b>2012</b> , 31, 1-20	7.6	30
7	Directional reflectance and milli-scale feather morphology of the African Emerald Cuckoo, <i>Chrysococcyx cupreus</i> . <i>Journal of the Royal Society Interface</i> , <b>2013</b> , 10, 20130391	4.1	13
6	Caliber: Camera Localization and Calibration Using Rigidity Constraints. <i>International Journal of Computer Vision</i> , <b>2016</b> , 118, 1-21	10.6	12
5	Weavecraft. <i>ACM Transactions on Graphics</i> , <b>2020</b> , 39, 1-16	7.6	9
4	Weaving Objects: Spatial Design and Functionality of 3D-Woven Textiles. <i>Leonardo</i> , <b>2019</b> , 52, 381-388	0.1	8
3	Azimuthal Scattering from Elliptical Hair Fibers. <i>ACM Transactions on Graphics</i> , <b>2017</b> , 36, 1-23	7.6	7
2	Measuring spatially- and directionally-varying light scattering from biological material. <i>Journal of Visualized Experiments</i> , <b>2013</b> , e50254	1.6	2
1	Gaussian Product Sampling for Rendering Layered Materials. <i>Computer Graphics Forum</i> , <b>2020</b> , 39, 420-435.4		2