

Samuli Laine

List of Publications by Year in descending order

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Version: 2024-02-01

8
papers

506
citations

1478505

6
h-index

1872680

6
g-index

8
all docs

8
docs citations

8
times ranked

343
citing authors

#	ARTICLE	IF	CITATIONS
1	Understanding the efficiency of ray traversal on GPUs. , 2009, , .		297
2	Efficient Sparse Voxel Octrees. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1048-1059.	4.4	102
3	Soft shadow volumes for ray tracing. ACM Transactions on Graphics, 2005, 24, 1156-1165.	7.2	32
4	A local image reconstruction algorithm for stochastic rendering. , 2011, , .		27
5	Two Methods for Fast Ray-Cast Ambient Occlusion. Computer Graphics Forum, 2010, 29, 1325-1333.	3.0	18
6	Stratified Sampling for Stochastic Transparency. Computer Graphics Forum, 2011, 30, 1197-1204.	3.0	11
7	Hierarchical Penumbra Casting. Computer Graphics Forum, 2005, 24, 313-322.	3.0	10
8	An Improved Physically-Based Soft Shadow Volume Algorithm. Computer Graphics Forum, 2006, 25, 303-312.	3.0	9