

# Ken Perlin

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10944069/publications.pdf>

Version: 2024-02-01

21  
papers

1,993  
citations

1163117

8  
h-index

1125743

13  
g-index

21  
all docs

21  
docs citations

21  
times ranked

1118  
citing authors

#	ARTICLE	IF	CITATIONS
1	An image synthesizer. Computer Graphics, 1985, 19, 287-296.	0.1	1,144
2	Improv. , 1996, , .		406
3	Pad++: A Zoomable Graphical Sketchpad For Exploring Alternate Interface Physics. Journal of Visual Languages and Computing, 1996, 7, 3-32.	1.8	232
4	Challenges Using Head-Mounted Displays in Shared and Social Spaces. , 2019, , .		35
5	Layered compositing of facial expression. , 1997, , .		31
6	Live paint. , 1995, , .		30
7	Feasibility and reliability of a virtual reality oculus platform to measure sensory integration for postural control in young adults. Physiotherapy Theory and Practice, 2018, 34, 935-950.	1.3	14
8	Assessment via the Oculus of Visual "Weighting" and "Reweighting" in Young Adults. Motor Control, 2017, 21, 468-482.	0.6	13
9	Better acting in computer games: the use of procedural methods. Computers and Graphics, 2002, 26, 3-11.	2.5	11
10	Control Mechanisms of Static and Dynamic Balance in Adults With and Without Vestibular Dysfunction in Oculus Virtual Environments. PM and R, 2018, 10, 1223-1236.e2.	1.6	11
11	Algorithmic shape modeling with subdivision surfaces. Computers and Graphics, 2002, 26, 865-875.	2.5	10
12	Future Reality: How Emerging Technologies Will Change Language Itself. IEEE Computer Graphics and Applications, 2016, 36, 84-89.	1.2	10
13	Nested user interface components. , 1999, , .		9
14	Weighting and reweighting of visual input via head mounted display given unilateral peripheral vestibular dysfunction. Human Movement Science, 2019, 68, 102526.	1.4	8
15	Holojam in wonderland. , 2018, , .		8
16	CAVE: Making Collective Virtual Narrative: Best Paper Award. Leonardo, 2019, 52, 349-356.	0.3	6
17	Building Virtual Actors Who Can Really Act. Lecture Notes in Computer Science, 2003, , 127-134.	1.3	6
18	<i>Holojam in Wonderland</i>: Immersive Mixed Reality Theater. Leonardo, 2018, 51, 362-367.	0.3	4

#	ARTICLE	IF	CITATIONS
19	HOLO-DOODLE. , 2017, , .		3
20	Creating Emotive Responsive Characters Within Virtual Worlds. Lecture Notes in Computer Science, 2000, , 99-106.	1.3	2
21	Atypical. , 2017, , .		0