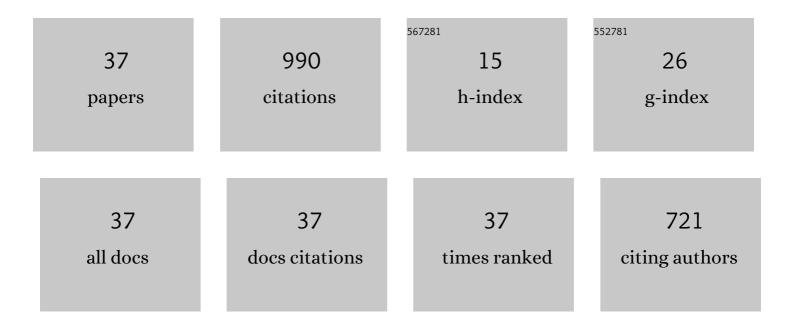
## **Tobias Ritschel**

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/11107178/publications.pdf Version: 2024-02-01



TORIAS RITSCHEL

#	Article	IF	CITATIONS
1	Approximating dynamic global illumination in image space. , 2009, , .		128
2	The State of the Art in Interactive Global Illumination. Computer Graphics Forum, 2012, 31, 160-188.	3.0	113
3	A perceptual model for disparity. ACM Transactions on Graphics, 2011, 30, 1-10.	7.2	79
4	Deep Reflectance Maps. , 2016, , .		75
5	Escaping Plato's Cave: 3D Shape From Adversarial Rendering. , 2019, , .		67
6	Singleâ€image Tomography: 3D Volumes from 2D Cranial Xâ€Rays. Computer Graphics Forum, 2018, 37, 377-388.	3.0	58
7	Interactive by-example design of artistic packing layouts. ACM Transactions on Graphics, 2013, 32, 1-7.	7.2	40
8	PhaseGAN: a deep-learning phase-retrieval approach for unpaired datasets. Optics Express, 2021, 29, 19593.	3.4	40
9	Perceptuallyâ€motivated Realâ€ŧime Temporal Upsampling of 3D Content for Highâ€refreshâ€rate Displays. Computer Graphics Forum, 2010, 29, 713-722.	3.0	37
10	What Is Holding Back Convnets for Detection?. Lecture Notes in Computer Science, 2015, , 517-528.	1.3	33
11	Making Imperfect Shadow Maps Viewâ€Adaptive: Highâ€Quality Global Illumination in Large Dynamic Scenes. Computer Graphics Forum, 2011, 30, 2258-2269.	3.0	30
12	ManyLoDs: Parallel Manyâ€View Levelâ€ofâ€Detail Selection for Realâ€Time Global Illumination. Computer Graphics Forum, 2011, 30, 1233-1240.	3.0	29
13	Perceptual influence of approximate visibility in indirect illumination. ACM Transactions on Applied Perception, 2009, 6, 1-14.	1.9	20
14	Projective Blueâ€Noise Sampling. Computer Graphics Forum, 2016, 35, 285-295.	3.0	20
15	Perceptual rasterization for head-mounted display image synthesis. ACM Transactions on Graphics, 2019, 38, 1-14.	7.2	20
16	Deep Appearance Maps. , 2019, , .		20
17	Proxyâ€guided Imageâ€based Rendering for Mobile Devices. Computer Graphics Forum, 2016, 35, 353-362.	3.0	19
18	Optimizing Disparity for Motion in Depth. Computer Graphics Forum, 2013, 32, 143-152.	3.0	18

IF # ARTICLE CITATIONS Decomposing Single Images for Layered Photo Retouching. Computer Graphics Forum, 2017, 36, 15-25. Joint Material and Illumination Estimation from Photo Sets in the Wild., 2018,,. 20 16 A Computational Model of Afterimages. Computer Graphics Forum, 2012, 31, 529-534. Neural BRDF Representation and Importance Sampling. Computer Graphics Forum, 2021, 40, 332-346. 22 3.0 15 Interactive on-surface signal deformation. ACM Transactions on Graphics, 2010, 29, 1-8. Interactive cloud rendering using temporally coherent photon mapping. Computers and Graphics, 24 2.5 12 2012, 36, 1109-1118. Modeling Luminance Perception at Absolute Threshold. Computer Graphics Forum, 2015, 34, 155-164. 10 Principal-Ordinates Propagation for real-time rendering of participating media. Computers and 26 2.5 7 Graphics, 2014, 45, 28-39. Deep point correlation design. ACM Transactions on Graphics, 2019, 38, 1-17. 7.2 28 Metameric Varifocal Holograms., 2022,,. 7 Neural Precomputed Radiance Transfer. Computer Graphics Forum, 2022, 41, 365-378. OutCast: Outdoor Singleâ€image Relighting with Cast Shadows. Computer Graphics Forum, 2022, 41, 30 3.0 5 179-193. Stereo Day-for-Night. ACM Transactions on Applied Perception, 2014, 11, 1-17. 1.9 Minimal Warping: Planning Incremental Novelâ€view Synthesis. Computer Graphics Forum, 2017, 36, 1-14. 32 3.0 4 Blue Noise Plots. Computer Graphics Forum, 2021, 40, 425-433. Data-driven deep density estimation. Neural Computing and Applications, 2021, 33, 16773-16807. 34 5.6 2 Improving perception of binocular stereo motion on 3D display devices. Proceedings of SPIE, 2014, , .

**TOBIAS RITSCHEL** 

#	Article	IF	CITATIONS
37	Global Illumination. , 2016, , 692-694.		0