

Tobias Ritschel

List of Publications by Year in descending order

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Version: 2024-02-01

37
papers

990
citations

567281

15
h-index

552781

26
g-index

37
all docs

37
docs citations

37
times ranked

721
citing authors

#	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	Single-Image Tomography: 3D Volumes from 2D Cranial X-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	Perceptually-motivated Real-time Temporal Upsampling of 3D Content for High-refresh-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 View-Adaptive: High-Quality Global Illumination in Large Dynamic Scenes. Computer Graphics Forum, 2011, 30, 2258-2269.	3.0	30
12	ManyLoDs: Parallel Many-View Level-of-Detail Selection for Real-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 Blue-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	Proxy-guided Image-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

#	ARTICLE	IF	CITATIONS
19	Decomposing Single Images for Layered Photo Retouching. Computer Graphics Forum, 2017, 36, 15-25.	3.0	18
20	Joint Material and Illumination Estimation from Photo Sets in the Wild. , 2018, , .		16
21	A Computational Model of Afterimages. Computer Graphics Forum, 2012, 31, 529-534.	3.0	15
22	Neural BRDF Representation and Importance Sampling. Computer Graphics Forum, 2021, 40, 332-346.	3.0	15
23	Interactive on-surface signal deformation. ACM Transactions on Graphics, 2010, 29, 1-8.	7.2	12
24	Interactive cloud rendering using temporally coherent photon mapping. Computers and Graphics, 2012, 36, 1109-1118.	2.5	12
25	Modeling Luminance Perception at Absolute Threshold. Computer Graphics Forum, 2015, 34, 155-164.	3.0	10
26	Principal-Ordinates Propagation for real-time rendering of participating media. Computers and Graphics, 2014, 45, 28-39.	2.5	7
27	Deep point correlation design. ACM Transactions on Graphics, 2019, 38, 1-17.	7.2	7
28	Metameric Varifocal Holograms. , 2022, , .		7
29	Neural Precomputed Radiance Transfer. Computer Graphics Forum, 2022, 41, 365-378.	3.0	6
30	OutCast: Outdoor Single-Image Relighting with Cast Shadows. Computer Graphics Forum, 2022, 41, 179-193.	3.0	5
31	Stereo Day-for-Night. ACM Transactions on Applied Perception, 2014, 11, 1-17.	1.9	4
32	Minimal Warping: Planning Incremental Novel-View Synthesis. Computer Graphics Forum, 2017, 36, 1-14.	3.0	4
33	Blue Noise Plots. Computer Graphics Forum, 2021, 40, 425-433.	3.0	3
34	Data-driven deep density estimation. Neural Computing and Applications, 2021, 33, 16773-16807.	5.6	2
35	Improving perception of binocular stereo motion on 3D display devices. Proceedings of SPIE, 2014, , .	0.8	1
36	Global Illumination. , 2015, , 1-4.		0

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