

Tobias Ritschel

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11107178/publications.pdf>

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	Metameric Varifocal Holograms. , 2022, , .		7
2	OutCast: Outdoor Single-Image Relighting with Cast Shadows. Computer Graphics Forum, 2022, 41, 179-193.	3.0	5
3	Neural Precomputed Radiance Transfer. Computer Graphics Forum, 2022, 41, 365-378.	3.0	6
4	Blue Noise Plots. Computer Graphics Forum, 2021, 40, 425-433.	3.0	3
5	PhaseGAN: a deep-learning phase-retrieval approach for unpaired datasets. Optics Express, 2021, 29, 19593.	3.4	40
6	Neural BRDF Representation and Importance Sampling. Computer Graphics Forum, 2021, 40, 332-346.	3.0	15
7	Data-driven deep density estimation. Neural Computing and Applications, 2021, 33, 16773-16807.	5.6	2
8	Perceptual rasterization for head-mounted display image synthesis. ACM Transactions on Graphics, 2019, 38, 1-14.	7.2	20
9	Deep Appearance Maps. , 2019, , .		20
10	Escaping Plato's Cave: 3D Shape From Adversarial Rendering. , 2019, , .		67
11	Deep point correlation design. ACM Transactions on Graphics, 2019, 38, 1-17.	7.2	7
12	Single-Image Tomography: 3D Volumes from 2D Cranial X-Rays. Computer Graphics Forum, 2018, 37, 377-388.	3.0	58
13	Joint Material and Illumination Estimation from Photo Sets in the Wild. , 2018, , .		16
14	Decomposing Single Images for Layered Photo Retouching. Computer Graphics Forum, 2017, 36, 15-25.	3.0	18
15	Minimal Warping: Planning Incremental Novel-View Synthesis. Computer Graphics Forum, 2017, 36, 1-14.	3.0	4
16	Proxy-guided Image-based Rendering for Mobile Devices. Computer Graphics Forum, 2016, 35, 353-362.	3.0	19
17	Deep Reflectance Maps. , 2016, , .		75
18	Projective Blue-Noise Sampling. Computer Graphics Forum, 2016, 35, 285-295.	3.0	20

#	ARTICLE	IF	CITATIONS
19	Global Illumination. , 2016, , 692-694.		0
20	Modeling Luminance Perception at Absolute Threshold. Computer Graphics Forum, 2015, 34, 155-164.	3.0	10
21	What Is Holding Back Convnets for Detection?. Lecture Notes in Computer Science, 2015, , 517-528.	1.3	33
22	Global Illumination. , 2015, , 1-4.		0
23	Improving perception of binocular stereo motion on 3D display devices. Proceedings of SPIE, 2014, , .	0.8	1
24	Stereo Day-for-Night. ACM Transactions on Applied Perception, 2014, 11, 1-17.	1.9	4
25	Principal-Ordinates Propagation for real-time rendering of participating media. Computers and Graphics, 2014, 45, 28-39.	2.5	7
26	Interactive by-example design of artistic packing layouts. ACM Transactions on Graphics, 2013, 32, 1-7.	7.2	40
27	Optimizing Disparity for Motion in Depth. Computer Graphics Forum, 2013, 32, 143-152.	3.0	18
28	Interactive cloud rendering using temporally coherent photon mapping. Computers and Graphics, 2012, 36, 1109-1118.	2.5	12
29	The State of the Art in Interactive Global Illumination. Computer Graphics Forum, 2012, 31, 160-188.	3.0	113
30	A Computational Model of Afterimages. Computer Graphics Forum, 2012, 31, 529-534.	3.0	15
31	ManyLoDs: Parallel Many-View Level-of-Detail Selection for Real-Time Global Illumination. Computer Graphics Forum, 2011, 30, 1233-1240.	3.0	29
32	Making Imperfect Shadow Maps View-Adaptive: High-Quality Global Illumination in Large Dynamic Scenes. Computer Graphics Forum, 2011, 30, 2258-2269.	3.0	30
33	A perceptual model for disparity. ACM Transactions on Graphics, 2011, 30, 1-10.	7.2	79
34	Perceptually-Motivated Real-Time Temporal Upsampling of 3D Content for High-Frequency Displays. Computer Graphics Forum, 2010, 29, 713-722.	3.0	37
35	Interactive on-surface signal deformation. ACM Transactions on Graphics, 2010, 29, 1-8.	7.2	12
36	Perceptual influence of approximate visibility in indirect illumination. ACM Transactions on Applied Perception, 2009, 6, 1-14.	1.9	20

#	ARTICLE	IF	CITATIONS
37	Approximating dynamic global illumination in image space. , 2009, , .		128