

Falko Kuester

List of Publications by Year in descending order

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64
papers

1,228
citations

516561

16
h-index

395590

33
g-index

66
all docs

66
docs citations

66
times ranked

1115
citing authors

#	ARTICLE	IF	CITATIONS
1	Terrestrial Laser Scanning-Based Structural Damage Assessment. Journal of Computing in Civil Engineering, 2010, 24, 264-272.	2.5	224
2	The StarCAVE, a third-generation CAVE and virtual reality OptiPortal. Future Generation Computer Systems, 2009, 25, 169-178.	4.9	148
3	CGLX: A Scalable, High-Performance Visualization Framework for Networked Display Environments. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 320-332.	2.9	78
4	Terrestrial Laser Scanning of Extended Cliff Sections in Dynamic Environments: Parameter Analysis. Journal of Surveying Engineering, - ASCE, 2009, 135, 161-169.	1.0	67
5	The future of the CAVE. Open Engineering, 2011, 1, .	0.7	62
6	The OptiPortal, a scalable visualization, storage, and computing interface device for the OptiPuter. Future Generation Computer Systems, 2009, 25, 114-123.	4.9	60
7	New Automated Point-Cloud Alignment for Ground-Based Light Detection and Ranging Data of Long Coastal Sections. Journal of Surveying Engineering, - ASCE, 2011, 137, 14-25.	1.0	53
8	Visualizing Whole-Brain DTI Tractography with GPU-based Tuboids and LoD Management. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 1488-1495.	2.9	41
9	Optical techniques for multiscale damage assessment. Geomatics, Natural Hazards and Risk, 2013, 4, 49-70.	2.0	33
10	Giga-stack: A method for visualizing giga-pixel layered imagery on massively tiled displays. Future Generation Computer Systems, 2010, 26, 693-700.	4.9	24
11	Terrestrial laser scanning for the comprehensive structural health assessment of the Baptistery di San Giovanni in Florence, Italy: an integrative methodology for repeatable data acquisition, visualization and analysis. Structure and Infrastructure Engineering, 2018, 14, 247-263.	2.0	24
12	Dealing with Archaeology's Data Avalanche. Computer, 2011, 44, 56-60.	1.2	23
13	Cultural Analytics in Large-Scale Visualization Environments. Computer, 2011, 44, 39-48.	1.2	23
14	CGLXTouch: A multi-user multi-touch approach for ultra-high-resolution collaborative workspaces. Future Generation Computer Systems, 2011, 27, 649-656.	4.9	22
15	Scientific Visualization, 3D Immersive Virtual Reality Environments, and Archaeology in Jordan and the Near East. Near Eastern Archaeology, 2014, 77, 228-232.	0.1	20
16	UAV-based post disaster assessment of cultural heritage sites following the 2014 South Napa Earthquake. , 2015, , .		20
17	A virtualized laboratory for earthquake engineering education. Computer Applications in Engineering Education, 2007, 15, 15-29.	2.2	19
18	Fusion of multimodal three-dimensional data for comprehensive digital documentation of cultural heritage sites. , 2015, , .		19

#	ARTICLE	IF	CITATIONS
19	Visualization of high-resolution image collections on large tiled display walls. <i>Future Generation Computer Systems</i> , 2011, 27, 498-505.	4.9	14
20	ARtifact: Tablet-Based Augmented Reality for Interactive Analysis of Cultural Artifacts. , 2012, , .		14
21	ArtifactVis2: Managing real-time archaeological data in immersive 3D environments. , 2013, , .		14
22	Hardware architecture for a visualization classroom: VizClass. <i>Computer Applications in Engineering Education</i> , 2004, 12, 232-241.	2.2	13
23	ArchaeoSTOR: A data curation system for research on the archeological frontier. <i>Future Generation Computer Systems</i> , 2013, 29, 2117-2127.	4.9	13
24	OpenDig: Digital Field Archeology, Curation, Publication, and Dissemination. <i>Near Eastern Archaeology</i> , 2014, 77, 204-208.	0.1	13
25	Integrative Simulation Environment for Conceptual Structural Analysis. <i>Journal of Computing in Civil Engineering</i> , 2015, 29, .	2.5	13
26	A global timestamp-based approach to enhanced data consistency and fairness in collaborative virtual environments. <i>Multimedia Systems</i> , 2005, 10, 220-229.	3.0	12
27	Sketching Finite-Element Models within a Unified Two-Dimensional Framework. <i>Journal of Computing in Civil Engineering</i> , 2007, 21, 175-186.	2.5	12
28	Cultural heritage omni-stereo panoramas for immersive cultural analytics — From the Nile to the Hijaz. , 2013, , .		12
29	High-resolution thermal imaging methodology for non-destructive evaluation of historic structures. <i>Infrared Physics and Technology</i> , 2015, 73, 219-225.	1.3	10
30	Characterization of Full-Scale, Human-Form, Culturally Important Statues: Case Study. <i>Journal of Computing in Civil Engineering</i> , 2016, 30, .	2.5	9
31	Low bandwidth desktop and video streaming for collaborative tiled display environments. <i>Future Generation Computer Systems</i> , 2016, 54, 336-343.	4.9	9
32	Civil Engineering Education in a Visualization Environment: Experiences with VizClass. <i>Journal of Engineering Education</i> , 2006, 95, 249-254.	1.9	8
33	Cholla cactus frames as lightweight and torsionally tough biological materials. <i>Acta Biomaterialia</i> , 2020, 112, 213-224.	4.1	8
34	Monitoring the earthquake response of fullâ€scale structures using UAV visionâ€based techniques. <i>Structural Control and Health Monitoring</i> , 2022, 29, e2862.	1.9	8
35	WebVR: an interactive web browser for virtual environments. , 2005, , .		7
36	Development and Evaluation of a Seismic Monitoring System for Building Interiorsâ€Part II: Image Data Analysis and Results. <i>IEEE Transactions on Instrumentation and Measurement</i> , 2008, 57, 345-354.	2.4	7

#	ARTICLE	IF	CITATIONS
37	Hinged, Pseudo-Grid Triangulation Method for Long, Near-Linear Cliff Analyses. Journal of Surveying Engineering, - ASCE, 2013, 139, 105-109.	1.0	7
38	OpenDig: In-field data recording for archaeology and cultural heritage. , 2013, , .		7
39	A hybrid reality environment and its application to the study of earthquake engineering. Virtual Reality, 2005, 9, 17-33.	4.1	6
40	Fate and Transport of Seacliff Failure Sediment in Southern California. Journal of Coastal Research, 2016, 76, 185-199.	0.1	6
41	Rotor Orientation Optimization for Direct 6 Degree of Freedom Control of Multirotors. , 2021, , .		6
42	Informing Historical Preservation with the Use of Non-destructive Diagnostic Techniques: A Case Study at Ecab, Quintana Roo, Mexico. Lecture Notes in Computer Science, 2014, , 659-668.	1.0	5
43	Towards adaptive Web scriptable user interfaces for virtual environments. Virtual Reality, 2008, 12, 55-64.	4.1	4
44	VideoBlaster: A Distributed, Low-Network Bandwidth Method for Multimedia Playback on Tiled Display Systems. , 2009, , .		4
45	DIGI-vis: Distributed interactive geospatial information visualization. , 2010, , .		4
46	Visual analytics of inherently noisy crowdsourced data on ultra high resolution displays. , 2013, , .		4
47	Computer graphics instruction in VizClass. Journal on Educational Resources in Computing, 2005, 5, 3.	1.3	3
48	Virtual Bounds: a teleoperated mixed reality. Virtual Reality, 2006, 10, 41-47.	4.1	3
49	MediaCommons Framework: An Immersive Storytelling Platform and Exodus. Quantitative Methods in the Humanities and Social Sciences, 2015, , 173-184.	0.2	3
50	Image centric finite element simulation. Computers and Graphics, 2005, 29, 379-392.	1.4	2
51	Interactive image fusion in distributed visualization environments. , 2011, , .		2
52	System for inspection of large high-resolution radiography datasets. , 2011, , .		2
53	Interactive visualization of large scale atomistic and cosmological particle simulations. , 2013, , .		1
54	RSVP: Ridiculously Scalable Video Playback on Clustered Tiled Displays. , 2013, , .		1

#	ARTICLE	IF	CITATIONS
55	Airborne imaging for cultural heritage. , 2014, , .		1
56	Rapid design and manufacturing of task-specific autonomous paragliders using 3D printing. , 2016, , .		1
57	Tangled reality. Virtual Reality, 2008, 12, 37-45.	4.1	0
58	Infrared, millimeter, and terahertz waves: New innovations and applications for cultural heritage. , 2008, , .		0
59	Media-rich streaming for remote simulation and training. , 2012, , .		0
60	Airborne imaging: Systems, deployments, practices and capabilities. , 2013, , .		0
61	Parallel terrain rendering using a cluster of computers. Journal of the Chinese Institute of Engineers, Transactions of the Chinese Institute of Engineers, Series A/Chung-kuo Kung Ch'eng Hsueh K'uan, 2013, 36, 212-223.	0.6	0
62	MediaCommons for cultural heritage: Applied mixed media visualization storytelling for high resolution collaborative cyberarchaeological displays. , 2013, , .		0
63	Rapid design and manufacturing of task-specific autonomous paragliders using 3D printing. , 2017, , .		0
64	SketchIT: A Sketch-Based Modeling Environment for Structural Analysis. , 2013, , .		0