

Falko Kuester

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

55
papers

899
citations

14
h-index

28
g-index

66
ext. papers

1,054
ext. citations

3.7
avg, IF

3.94
L-index

#	Paper	IF	Citations
55	Terrestrial Laser Scanning-Based Structural Damage Assessment. <i>Journal of Computing in Civil Engineering</i> , 2010 , 24, 264-272	5	163
54	The StarCAVE, a third-generation CAVE and virtual reality OptIPortal. <i>Future Generation Computer Systems</i> , 2009 , 25, 169-178	7.5	116
53	Terrestrial Laser Scanning of Extended Cliff Sections in Dynamic Environments: Parameter Analysis. <i>Journal of Surveying Engineering, - ASCE</i> , 2009 , 135, 161-169	1.3	61
52	CGLX: a scalable, high-performance visualization framework for networked display environments. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2011 , 17, 320-32	4	54
51	The OptIPortal, a scalable visualization, storage, and computing interface device for the OptiPuter. <i>Future Generation Computer Systems</i> , 2009 , 25, 114-123	7.5	51
50	New Automated Point-Cloud Alignment for Ground-Based Light Detection and Ranging Data of Long Coastal Sections. <i>Journal of Surveying Engineering, - ASCE</i> , 2011 , 137, 14-25	1.3	45
49	The future of the CAVE. <i>Open Engineering</i> , 2011 , 1,	1.7	35
48	Visualizing whole-brain DTI tractography with GPU-based Tuboids and LoD management. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2007 , 13, 1488-95	4	35
47	Optical techniques for multiscale damage assessment. <i>Geomatics, Natural Hazards and Risk</i> , 2013 , 4, 49-706		31
46	Dealing with Archaeology's Data Avalanche. <i>Computer</i> , 2011 , 44, 56-60	1.6	20
45	CGLXTouch: A multi-user multi-touch approach for ultra-high-resolution collaborative workspaces. <i>Future Generation Computer Systems</i> , 2011 , 27, 649-656	7.5	19
44	Giga-stack: A method for visualizing giga-pixel layered imagery on massively tiled displays. <i>Future Generation Computer Systems</i> , 2010 , 26, 693-700	7.5	18
43	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. <i>Structure and Infrastructure Engineering</i> , 2018 , 14, 247-263	2.9	15
42	A virtualized laboratory for earthquake engineering education. <i>Computer Applications in Engineering Education</i> , 2007 , 15, 15-29	1.6	15
41	UAV-based post disaster assessment of cultural heritage sites following the 2014 South Napa Earthquake 2015 ,		14
40	Fusion of multimodal three-dimensional data for comprehensive digital documentation of cultural heritage sites 2015 ,		12
39	Cultural Analytics in Large-Scale Visualization Environments. <i>Computer</i> , 2011 , 44, 39-48	1.6	12

38	ARtifact: Tablet-Based Augmented Reality for Interactive Analysis of Cultural Artifacts 2012 ,		11
37	Hardware architecture for a visualization classroom: VizClass. <i>Computer Applications in Engineering Education</i> , 2004 , 12, 232-241	1.6	11
36	Scientific Visualization, 3D Immersive Virtual Reality Environments, and Archaeology in Jordan and the Near East. <i>Near Eastern Archaeology</i> , 2014 , 77, 228-232	0.5	10
35	Cultural heritage omni-stereo panoramas for immersive cultural analytics ¶From the Nile to the Hijaz 2013 ,		10
34	Visualization of high-resolution image collections on large tiled display walls. <i>Future Generation Computer Systems</i> , 2011 , 27, 498-505	7.5	10
33	Integrative Simulation Environment for Conceptual Structural Analysis. <i>Journal of Computing in Civil Engineering</i> , 2015 , 29,	5	8
32	High-resolution thermal imaging methodology for non-destructive evaluation of historic structures. <i>Infrared Physics and Technology</i> , 2015 , 73, 219-225	2.7	8
31	OpenDig: Digital Field Archeology, Curation, Publication, and Dissemination. <i>Near Eastern Archaeology</i> , 2014 , 77, 204-208	0.5	8
30	A global timestamp-based approach to enhanced data consistency and fairness in collaborative virtual environments. <i>Multimedia Systems</i> , 2005 , 10, 220-229	2.2	8
29	Characterization of Full-Scale, Human-Form, Culturally Important Statues: Case Study. <i>Journal of Computing in Civil Engineering</i> , 2016 , 30, 05015001	5	7
28	ArchaeoSTOR: A data curation system for research on the archeological frontier. <i>Future Generation Computer Systems</i> , 2013 , 29, 2117-2127	7.5	7
27	ArtifactVis2: Managing real-time archaeological data in immersive 3D environments 2013 ,		7
26	Low bandwidth desktop and video streaming for collaborative tiled display environments. <i>Future Generation Computer Systems</i> , 2016 , 54, 336-343	7.5	6
25	Hinged, Pseudo-Grid Triangulation Method for Long, Near-Linear Cliff Analyses. <i>Journal of Surveying Engineering, - ASCE</i> , 2013 , 139, 105-109	1.3	6
24	Development and Evaluation of a Seismic Monitoring System for Building InteriorsPart II: Image Data Analysis and Results. <i>IEEE Transactions on Instrumentation and Measurement</i> , 2008 , 57, 345-354	5.2	6
23	Civil Engineering Education in a Visualization Environment: Experiences with VizClass. <i>Journal of Engineering Education</i> , 2006 , 95, 249-254	2.3	6
22	Sketching Finite-Element Models within a Unified Two-Dimensional Framework. <i>Journal of Computing in Civil Engineering</i> , 2007 , 21, 175-186	5	6
21	Cholla cactus frames as lightweight and torsionally tough biological materials. <i>Acta Biomaterialia</i> , 2020 , 112, 213-224	10.8	5

20	A hybrid reality environment and its application to the study of earthquake engineering. <i>Virtual Reality</i> , 2005 , 9, 17-33	6	5
19	Fate and Transport of Seacliff Failure Sediment in Southern California. <i>Journal of Coastal Research</i> , 2016 , 76, 185-199	0.6	4
18	2013 ,		4
17	WebVR: an interactive web browser for virtual environments 2005 ,		4
16	Informing Historical Preservation with the Use of Non-destructive Diagnostic Techniques: A Case Study at Ecab, Quintana Roo, Mexico. <i>Lecture Notes in Computer Science</i> , 2014 , 659-668	0.9	4
15	DIGI-vis: Distributed interactive geospatial information visualization 2010 ,		3
14	VideoBlaster: A Distributed, Low-Network Bandwidth Method for Multimedia Playback on Tiled Display Systems 2009 ,		3
13	Computer graphics instruction in VizClass. <i>Journal on Educational Resources in Computing</i> , 2005 , 5, 3		3
12	OpenDig: In-field data recording for archaeology and cultural heritage 2013 ,		2
11	Towards adaptive Web scriptable user interfaces for virtual environments. <i>Virtual Reality</i> , 2008 , 12, 55-66		2
10	Virtual Bounds: a teleoperated mixed reality. <i>Virtual Reality</i> , 2006 , 10, 41-47	6	2
9	MediaCommons Framework: An Immersive Storytelling Platform and Exodus. <i>Quantitative Methods in the Humanities and Social Sciences</i> , 2015 , 173-184	0	2
8	Interactive image fusion in distributed visualization environments 2011 ,		1
7	System for inspection of large high-resolution radiography datasets 2011 ,		1
6	Image centric finite element simulation. <i>Computers and Graphics</i> , 2005 , 29, 379-392	1.8	1
5	Monitoring the earthquake response of full-scale structures using UAV vision-based techniques. <i>Structural Control and Health Monitoring</i> , 2022 , 29, e2862	4.5	1
4	Parallel terrain rendering using a cluster of computers 2013 , 36, 212-223		
3	Tangled reality. <i>Virtual Reality</i> , 2008 , 12, 37-45	6	

- 2 Distributed and Collaborative Biomedical Data Exploration. *Lecture Notes in Computer Science*, **2005**, 271-278 0.9
- 1 Collaborative Visual Analytics Environment for Imaging Genetics 467-490