

# Falko Kuester

## List of Publications by Year in Descending Order

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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	Monitoring the earthquake response of full-scale structures using UAV vision-based techniques. <i>Structural Control and Health Monitoring</i> , <b>2022</b> , 29, e2862	4.5	1
54	Cholla cactus frames as lightweight and torsionally tough biological materials. <i>Acta Biomaterialia</i> , <b>2020</b> , 112, 213-224	10.8	5
53	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> , <b>2018</b> , 14, 247-263	2.9	15
52	Low bandwidth desktop and video streaming for collaborative tiled display environments. <i>Future Generation Computer Systems</i> , <b>2016</b> , 54, 336-343	7.5	6
51	Fate and Transport of Seacliff Failure Sediment in Southern California. <i>Journal of Coastal Research</i> , <b>2016</b> , 76, 185-199	0.6	4
50	Characterization of Full-Scale, Human-Form, Culturally Important Statues: Case Study. <i>Journal of Computing in Civil Engineering</i> , <b>2016</b> , 30, 05015001	5	7
49	Integrative Simulation Environment for Conceptual Structural Analysis. <i>Journal of Computing in Civil Engineering</i> , <b>2015</b> , 29,	5	8
48	Fusion of multimodal three-dimensional data for comprehensive digital documentation of cultural heritage sites <b>2015</b> ,		12
47	UAV-based post disaster assessment of cultural heritage sites following the 2014 South Napa Earthquake <b>2015</b> ,		14
46	High-resolution thermal imaging methodology for non-destructive evaluation of historic structures. <i>Infrared Physics and Technology</i> , <b>2015</b> , 73, 219-225	2.7	8
45	MediaCommons Framework: An Immersive Storytelling Platform and Exodus. <i>Quantitative Methods in the Humanities and Social Sciences</i> , <b>2015</b> , 173-184	0	2
44	Scientific Visualization, 3D Immersive Virtual Reality Environments, and Archaeology in Jordan and the Near East. <i>Near Eastern Archaeology</i> , <b>2014</b> , 77, 228-232	0.5	10
43	OpenDig: Digital Field Archeology, Curation, Publication, and Dissemination. <i>Near Eastern Archaeology</i> , <b>2014</b> , 77, 204-208	0.5	8
42	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> , <b>2014</b> , 659-668	0.9	4
41	Cultural heritage omni-stereo panoramas for immersive cultural analytics [From the Nile to the Hijaz <b>2013</b> ,		10
40	ArchaeoSTOR: A data curation system for research on the archeological frontier. <i>Future Generation Computer Systems</i> , <b>2013</b> , 29, 2117-2127	7.5	7
39	ArtifactVis2: Managing real-time archaeological data in immersive 3D environments <b>2013</b> ,		7

38	Hinged, Pseudo-Grid Triangulation Method for Long, Near-Linear Cliff Analyses. <i>Journal of Surveying Engineering, - ASCE</i> , <b>2013</b> , 139, 105-109	1.3	6
37	<b>2013,</b>		4
36	OpenDig: In-field data recording for archaeology and cultural heritage <b>2013,</b>		2
35	Optical techniques for multiscale damage assessment. <i>Geomatics, Natural Hazards and Risk</i> , <b>2013</b> , 4, 49-706		31
34	Parallel terrain rendering using a cluster of computers <b>2013</b> , 36, 212-223		
33	ARtifact: Tablet-Based Augmented Reality for Interactive Analysis of Cultural Artifacts <b>2012,</b>		11
32	Interactive image fusion in distributed visualization environments <b>2011,</b>		1
31	System for inspection of large high-resolution radiography datasets <b>2011,</b>		1
30	CGLX: a scalable, high-performance visualization framework for networked display environments. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2011</b> , 17, 320-32	4	54
29	Dealing with Archaeology's Data Avalanche. <i>Computer</i> , <b>2011</b> , 44, 56-60	1.6	20
28	Cultural Analytics in Large-Scale Visualization Environments. <i>Computer</i> , <b>2011</b> , 44, 39-48	1.6	12
27	The future of the CAVE. <i>Open Engineering</i> , <b>2011</b> , 1,	1.7	35
26	CGLXTouch: A multi-user multi-touch approach for ultra-high-resolution collaborative workspaces. <i>Future Generation Computer Systems</i> , <b>2011</b> , 27, 649-656	7.5	19
25	Visualization of high-resolution image collections on large tiled display walls. <i>Future Generation Computer Systems</i> , <b>2011</b> , 27, 498-505	7.5	10
24	New Automated Point-Cloud Alignment for Ground-Based Light Detection and Ranging Data of Long Coastal Sections. <i>Journal of Surveying Engineering, - ASCE</i> , <b>2011</b> , 137, 14-25	1.3	45
23	Terrestrial Laser Scanning-Based Structural Damage Assessment. <i>Journal of Computing in Civil Engineering</i> , <b>2010</b> , 24, 264-272	5	163
22	DIGI-vis: Distributed interactive geospatial information visualization <b>2010,</b>		3
21	Giga-stack: A method for visualizing giga-pixel layered imagery on massively tiled displays. <i>Future Generation Computer Systems</i> , <b>2010</b> , 26, 693-700	7.5	18

20	VideoBlaster: A Distributed, Low-Network Bandwidth Method for Multimedia Playback on Tiled Display Systems <b>2009</b> ,		3
19	Terrestrial Laser Scanning of Extended Cliff Sections in Dynamic Environments: Parameter Analysis. <i>Journal of Surveying Engineering, - ASCE</i> , <b>2009</b> , 135, 161-169	1.3	61
18	The StarCAVE, a third-generation CAVE and virtual reality OptiPortal. <i>Future Generation Computer Systems</i> , <b>2009</b> , 25, 169-178	7.5	116
17	The OptiPortal, a scalable visualization, storage, and computing interface device for the OptiPuter. <i>Future Generation Computer Systems</i> , <b>2009</b> , 25, 114-123	7.5	51
16	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> , <b>2008</b> , 57, 345-354	5.2	6
15	Tangled reality. <i>Virtual Reality</i> , <b>2008</b> , 12, 37-45	6	
14	Towards adaptive Web scriptable user interfaces for virtual environments. <i>Virtual Reality</i> , <b>2008</b> , 12, 55-66	6	2
13	A virtualized laboratory for earthquake engineering education. <i>Computer Applications in Engineering Education</i> , <b>2007</b> , 15, 15-29	1.6	15
12	Sketching Finite-Element Models within a Unified Two-Dimensional Framework. <i>Journal of Computing in Civil Engineering</i> , <b>2007</b> , 21, 175-186	5	6
11	Visualizing whole-brain DTI tractography with GPU-based Tuboids and LoD management. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2007</b> , 13, 1488-95	4	35
10	Civil Engineering Education in a Visualization Environment: Experiences with VizClass. <i>Journal of Engineering Education</i> , <b>2006</b> , 95, 249-254	2.3	6
9	Virtual Bounds: a teleoperated mixed reality. <i>Virtual Reality</i> , <b>2006</b> , 10, 41-47	6	2
8	Image centric finite element simulation. <i>Computers and Graphics</i> , <b>2005</b> , 29, 379-392	1.8	1
7	A global timestamp-based approach to enhanced data consistency and fairness in collaborative virtual environments. <i>Multimedia Systems</i> , <b>2005</b> , 10, 220-229	2.2	8
6	A hybrid reality environment and its application to the study of earthquake engineering. <i>Virtual Reality</i> , <b>2005</b> , 9, 17-33	6	5
5	WebVR: an interactive web browser for virtual environments <b>2005</b> ,		4
4	Computer graphics instruction in VizClass. <i>Journal on Educational Resources in Computing</i> , <b>2005</b> , 5, 3		3
3	Distributed and Collaborative Biomedical Data Exploration. <i>Lecture Notes in Computer Science</i> , <b>2005</b> , 271-278	0.9	

- 2 Hardware architecture for a visualization classroom: VizClass. *Computer Applications in Engineering Education*, **2004**, 12, 232-241 1.6 11
- 1 Collaborative Visual Analytics Environment for Imaging Genetics 467-490