

Tomas Akenine-Majler

List of Publications by Year in descending order

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Version: 2024-02-01

25
papers

809
citations

759233

12
h-index

752698

20
g-index

25
all docs

25
docs citations

25
times ranked

420
citing authors

#	ARTICLE	IF	CITATIONS
1	Wavelet importance sampling. ACM Transactions on Graphics, 2005, 24, 1166-1175.	7.2	101
2	iPACKMAN. , 2005, , .		87
3	Graphics for the masses. ACM Transactions on Graphics, 2003, 22, 801-808.	7.2	76
4	The State of the Art in Mobile Graphics Research. IEEE Computer Graphics and Applications, 2008, 28, 74-84.	1.2	70
5	A dynamic bounding volume hierarchy for generalized collision detection. Computers and Graphics, 2006, 30, 450-459.	2.5	67
6	Graphics for the masses. , 2003, , .		60
7	Graphics Processing Units for Handhelds. Proceedings of the IEEE, 2008, 96, 779-789.	21.3	49
8	High dynamic range texture compression for graphics hardware. ACM Transactions on Graphics, 2006, 25, 698-706.	7.2	45
9	Efficient depth buffer compression. , 2006, , .		36
10	Efficient collision detection for models deformed by morphing. Visual Computer, 2003, 19, 164-174.	3.5	34
11	A geometry-based soft shadow volume algorithm using graphics hardware. , 2003, , .		29
12	Conservative and Tiled Rasterization Using a Modified Triangle Set-Up. Journal of Graphics Tools, 2005, 10, 1-8.	0.5	26
13	Exploiting Visibility Correlation in Direct Illumination. Computer Graphics Forum, 2008, 27, 1125-1136.	3.0	22
14	Layered Reconstruction for Defocus and Motion Blur. Computer Graphics Forum, 2014, 33, 81-92.	3.0	17
15	Texture space caching and reconstruction for ray tracing. ACM Transactions on Graphics, 2016, 35, 1-13.	7.2	16
16	Hierarchical stochastic motion blur rasterization. , 2011, , .		15
17	On Faster Sphere-Box Overlap Testing. Journal of Graphics Tools, 2007, 12, 3-8.	0.5	14
18	Automatic pre-tessellation culling. ACM Transactions on Graphics, 2009, 28, 1-10.	7.2	9

#	ARTICLE	IF	CITATIONS
19	Backface Culling for Motion Blur and Depth of Field. <i>Journal of Graphics Tools</i> , 2010, 15, 123-139.	0.3	8
20	Occlusion culling and z-fail for soft shadow volume algorithms. <i>Visual Computer</i> , 2004, 20, 601-612.	3.5	7
21	Error-bounded lossy compression of floating-point color buffers using quadtree decomposition. <i>Visual Computer</i> , 2010, 26, 17-30.	3.5	6
22	Efficient Depth of Field Rasterization Using a Tile Test Based on Half-Space Culling. <i>Computer Graphics Forum</i> , 2012, 31, 3.	3.0	6
23	A Family of Inexpensive Sampling Schemes. <i>Computer Graphics Forum</i> , 2005, 24, 843-848.	3.0	5
24	An Optimizing Compiler for Automatic Shader Bounding. <i>Computer Graphics Forum</i> , 2010, 29, 1259-1268.	3.0	2
25	Per-Vertex Defocus Blur for Stochastic Rasterization. <i>Computer Graphics Forum</i> , 2012, 31, 1385-1389.	3.0	2