

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 | Texture space caching and reconstruction for ray tracing. ACM Transactions on Graphics, 2016, 35, 1-13. | 7.2 | 16 |
| 2 | Layered Reconstruction for Defocus and Motion Blur. Computer Graphics Forum, 2014, 33, 81-92. | 3.0 | 17 |
| 3 | Efficient Depth of Field Rasterization Using a Tile Test Based on Half-Space Culling. Computer Graphics Forum, 2012, 31, 3. | 3.0 | 6 |
| 4 | Per-Vertex Defocus Blur for Stochastic Rasterization. Computer Graphics Forum, 2012, 31, 1385-1389. | 3.0 | 2 |
| 5 | Hierarchical stochastic motion blur rasterization. , 2011, , . | | 15 |
| 6 | Error-bounded lossy compression of floating-point color buffers using quadtree decomposition. Visual Computer, 2010, 26, 17-30. | 3.5 | 6 |
| 7 | An Optimizing Compiler for Automatic Shader Bounding. Computer Graphics Forum, 2010, 29, 1259-1268. | 3.0 | 2 |
| 8 | Backface Culling for Motion Blur and Depth of Field. Journal of Graphics Tools, 2010, 15, 123-139. | 0.3 | 8 |
| 9 | Automatic pre-tessellation culling. ACM Transactions on Graphics, 2009, 28, 1-10. | 7.2 | 9 |
| 10 | Exploiting Visibility Correlation in Direct Illumination. Computer Graphics Forum, 2008, 27, 1125-1136. | 3.0 | 22 |
| 11 | Graphics Processing Units for Handhelds. Proceedings of the IEEE, 2008, 96, 779-789. | 21.3 | 49 |
| 12 | The State of the Art in Mobile Graphics Research. IEEE Computer Graphics and Applications, 2008, 28, 74-84. | 1.2 | 70 |
| 13 | On Faster Sphere-Box Overlap Testing. Journal of Graphics Tools, 2007, 12, 3-8. | 0.5 | 14 |
| 14 | A dynamic bounding volume hierarchy for generalized collision detection. Computers and Graphics, 2006, 30, 450-459. | 2.5 | 67 |
| 15 | High dynamic range texture compression for graphics hardware. ACM Transactions on Graphics, 2006, 25, 698-706. | 7.2 | 45 |
| 16 | Efficient depth buffer compression. , 2006, , . | | 36 |
| 17 | A Family of Inexpensive Sampling Schemes. Computer Graphics Forum, 2005, 24, 843-848. | 3.0 | 5 |
| 18 | Wavelet importance sampling. ACM Transactions on Graphics, 2005, 24, 1166-1175. | 7.2 | 101 |

| # | ARTICLE | IF | CITATIONS |
|----|------------------------------------------------------------------------------------------------------------------|-----|-----------|
| 19 | iPACKMAN. , 2005, , . | | 87 |
| 20 | Conservative and Tiled Rasterization Using a Modified Triangle Set-Up. Journal of Graphics Tools, 2005, 10, 1-8. | 0.5 | 26 |
| 21 | Occlusion culling and z-fail for soft shadow volume algorithms. Visual Computer, 2004, 20, 601-612. | 3.5 | 7 |
| 22 | Graphics for the masses. , 2003, , . | | 60 |
| 23 | Efficient collision detection for models deformed by morphing. Visual Computer, 2003, 19, 164-174. | 3.5 | 34 |
| 24 | Graphics for the masses. ACM Transactions on Graphics, 2003, 22, 801-808. | 7.2 | 76 |
| 25 | A geometry-based soft shadow volume algorithm using graphics hardware. , 2003, , . | | 29 |