

Arie Kaufman

List of Publications by Year in descending order

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59
papers

1,721
citations

567281

15
h-index

414414

32
g-index

62
all docs

62
docs citations

62
times ranked

907
citing authors

#	ARTICLE	IF	CITATIONS
1	Virtual voyage. , 1997, , .		220
2	Implementing lattice Boltzmann computation on graphics hardware. Visual Computer, 2003, 19, 444-456.	3.5	141
3	Efficient algorithms for 3D scan-conversion of parametric curves, surfaces, and volumes. Computer Graphics, 1987, 21, 171-179.	0.1	139
4	Automatic centerline extraction for virtual colonoscopy. IEEE Transactions on Medical Imaging, 2002, 21, 1450-1460.	8.9	121
5	3D scan-conversion algorithms for voxel-based graphics. , 1987, , .		95
6	Template-Based Volume Viewing. Computer Graphics Forum, 1992, 11, 153-167.	3.0	84
7	Overview of Volume Rendering. , 2005, , 127-174.		80
8	Area-Preservation Mapping using Optimal Mass Transport. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 2838-2847.	4.4	69
9	Conformal virtual colon flattening. , 2006, , .		66
10	Efficient algorithms for scan-converting 3D polygons. Computers and Graphics, 1988, 12, 213-219.	2.5	63
11	Supine and Prone Colon Registration Using Quasi-Conformal Mapping. IEEE Transactions on Visualization and Computer Graphics, 2010, 16, 1348-1357.	4.4	63
12	Normal estimation in 3 D discrete space. Visual Computer, 1992, 8, 278-291.	3.5	62
13	A Pipeline for Computer Aided Polyp Detection. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 861-868.	4.4	46
14	Perceptually-guided foveation for light field displays. ACM Transactions on Graphics, 2017, 36, 1-13.	7.2	42
15	A human factors study of color notation systems for computer graphics. Communications of the ACM, 1982, 25, 547-550.	4.5	38
16	Real time discrete shading. Visual Computer, 1990, 6, 16-27.	3.5	29
17	Melting and flowing in multiphase environment. Computers and Graphics, 2006, 30, 519-528.	2.5	26
18	3D Volume Visualization. , 1991, , 175-203.		23

#	ARTICLE	IF	CITATIONS
19	Tailored-List and Recombination-Delaying Buddy Systems. ACM Transactions on Programming Languages and Systems, 1984, 6, 118-125.	2.1	17
20	Novel Techniques for Robust Voxelization and Visualization of Implicit Surfaces. Graphical Models, 2001, 63, 387-412.	2.4	17
21	The CUBE workstation â€”a 3-D voxel-based graphics environment. Visual Computer, 1988, 4, 210-221.	3.5	15
22	Planar Visualization of Treelike Structures. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 906-915.	4.4	15
23	Corresponding Supine and Prone Colon Visualization Using Eigenfunction Analysis and Fold Modeling. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 751-760.	4.4	14
24	Medicube: A 3D medical imaging architecture. Computers and Graphics, 1989, 13, 151-157.	2.5	13
25	Colon Flattening Using Heat Diffusion Riemannian Metric. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 2848-2857.	4.4	13
26	TSLâ€”A Texture Synthesis Language. Visual Computer, 1988, 4, 148-158.	3.5	12
27	A fast display method for volumetric data. Visual Computer, 1993, 10, 116-124.	3.5	12
28	Computer-aided detection of polyps in optical colonoscopy images. Proceedings of SPIE, 2016, 9785, .	0.8	12
29	Boundary cell-based acceleration for volume ray casting. Computers and Graphics, 1998, 22, 715-722.	2.5	11
30	C ² : Crowd consensus analytics for virtual colonoscopy. , 2016, , .		10
31	Three Architectures for Volume Rendering. Computer Graphics Forum, 1995, 14, 111-122.	3.0	9
32	Implementing the lattice Boltzmann model on commodity graphics hardware. Journal of Statistical Mechanics: Theory and Experiment, 2009, 2009, P06016.	2.3	9
33	GI-cube. , 2000, , .		8
34	Volumetric colon wall unfolding using harmonic differentials. Computers and Graphics, 2011, 35, 726-732.	2.5	8
35	Crowdsourcing for identification of polyp-free segments in virtual colonoscopy videos. , 2017, , .		8
36	Modeling in Volume Graphics. , 1993, , 441-454.		7

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37	Eccentricity effects on blur and depth perception. Optics Express, 2020, 28, 6734.	3.4	7
38	Visual simulation of thermal fluid dynamics in a pressurized water reactor. Visual Computer, 2009, 25, 985-996.	3.5	6
39	Context Preserving Maps of Tubular Structures. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1997-2004.	4.4	6
40	Computer artist's color naming system. Visual Computer, 1986, 2, 255-260.	3.5	5
41	Generating a smooth voxel-based model from an irregular polygon mesh. Visual Computer, 1994, 10, 295-305.	3.5	5
42	Virtually assisted optical colonoscopy. , 2008, , .		5
43	Context Sensitive Normal Estimation for Volume Imaging. , 1991, , 211-234.		5
44	Gradient estimation and sheared interpolation for the cube architecture. Computers and Graphics, 1995, 19, 667-677.	2.5	4
45	CUBE " An Architecture Based on a 3D Voxel Map. , 1988, , 689-701.		4
46	Conformal Geometry Based Supine and Prone Colon Registration. Lecture Notes in Computer Science, 2011, , 113-119.	1.3	3
47	Introduction to Volume Synthesis. , 1991, , 27-35.		3
48	Direct interaction with a 3D volumetric environment. Computer Graphics, 1990, 24, 33-34.	0.1	3
49	State of the Art in Volume Visualization. , 1994, , 166-177.		3
50	Optimized Interpolation for Volume Ray Casting. Journal of Graphics Tools, 1999, 4, 11-24.	0.5	2
51	Fundamentals of Volume Visualization. , 1992, , 239-252.		2
52	Volumetric Backprojection. , 2000, , .		0
53	Dependency graph approach to load balancing distributed volume visualization. Visual Computer, 2009, 25, 325-337.	3.5	0
54	Multimodal brain visualization. , 2016, , .		0

#	ARTICLE	IF	CITATIONS
55	Shape-based multifeature brain parcellation. Proceedings of SPIE, 2016, , .	0.8	0
56	Toward a Three-Dimensional User Interface. , 1991, , 255-267.		0
57	Tools for Interactive Prototyping of Two-Dimensional and Three-Dimensional User Interfaces. , 1991, , 235-253.		0
58	Building a Full Scale V LSI-Based Volume Visualization System. , 1992, , 109-115.		0
59	Simulation of Free Feather Behavior. , 2007, , 497-502.		0