

# Kurt Akeley

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/12085131/publications.pdf>

Version: 2024-02-01

8  
papers

1,987  
citations

1683354

5  
h-index

1719596

7  
g-index

8  
all docs

8  
docs citations

8  
times ranked

1127  
citing authors

#	ARTICLE	IF	CITATIONS
1	Vergenceâ€™accommodation conflicts hinder visual performance and cause visual fatigue. Journal of Vision, 2008, 8, 33.	0.1	1,201
2	A stereo display prototype with multiple focal distances. ACM Transactions on Graphics, 2004, 23, 804-813.	4.9	257
3	Focus cues affect perceived depth. Journal of Vision, 2005, 5, 7.	0.1	250
4	The accumulation buffer: hardware support for high-quality rendering. Computer Graphics, 1990, 24, 309-318.	0.1	148
5	Creating effective focus cues in multi-plane 3D displays. Optics Express, 2011, 19, 20940.	1.7	82
6	High-performance polygon rendering. , 1988, , .		44
7	Consequences of Incorrect Focus Cues in Stereo Displays. Journal of the Society for Information Display, 2008, 24, 7.	0.8	4
8	35.1:Invited Paper: Envisioning a Light Field Ecosystem. Digest of Technical Papers SID International Symposium, 2012, 43, 459-462.	0.1	1