

Praneeth Chakravarthula

List of Publications by Year in descending order

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Version: 2024-02-01

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papers

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281
citing authors

#	ARTICLE	IF	CITATIONS
1	Hogel-Free Holography. ACM Transactions on Graphics, 2022, 41, 1-16.	7.2	9
2	Gaze-Contingent Retinal Speckle Suppression for Perceptually-Matched Foveated Holographic Displays. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 4194-4203.	4.4	22
3	Learned hardware-in-the-loop phase retrieval for holographic near-eye displays. ACM Transactions on Graphics, 2020, 39, 1-18.	7.2	71
4	DeepCGH: 3D computer-generated holography using deep learning. Optics Express, 2020, 28, 26636.	3.4	116
5	Improved vergence and accommodation via Purkinje Image tracking with multiple cameras for AR glasses. , 2020, , .		14
6	Towards Eyeglass-style Holographic Near-eye Displays with Statically. , 2020, , .		5
7	Towards a Switchable AR/VR Near-eye Display with Accommodation-Vergence and Eyeglass Prescription Support. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 3114-3124.	4.4	33
8	Manufacturing Application-Driven Foveated Near-Eye Displays. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1928-1939.	4.4	43
9	Wirtinger holography for near-eye displays. ACM Transactions on Graphics, 2019, 38, 1-13.	7.2	105
10	FocusAR: Auto-focus Augmented Reality Eyeglasses for both Real World and Virtual Imagery. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2906-2916.	4.4	54
11	10â€¹: Towards Varifocal Augmented Reality Displays using Deformable Beamsplitter Membranes. Digest of Technical Papers SID International Symposium, 2018, 49, 92-95.	0.3	8
12	Mitigating vergence-accommodation conflict for near-eye displays via deformable beamsplitters. , 2018, , .		14