

Christian Lauterbach

List of Publications by Year in descending order

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7
papers

326
citations

1478505

6
h-index

1872680

6
g-index

7
all docs

7
docs citations

7
times ranked

157
citing authors

#	ARTICLE	IF	CITATIONS
1	RT-DEFORM: Interactive Ray Tracing of Dynamic Scenes using BVHs. , 2006, , .		73
2	AD-Frustum: Adaptive Frustum Tracing for Interactive Sound Propagation. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 1707-1722.	4.4	61
3	R-LODs: fast LOD-based ray tracing of massive models. Visual Computer, 2006, 22, 772-784.	3.5	44
4	Interactive sound rendering in complex and dynamic scenes using frustum tracing. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 1672-1679.	4.4	44
5	Memory-Scalable GPU Spatial Hierarchy Construction. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 466-474.	4.4	40
6	Guided Multiview Ray Tracing for Fast Auralization. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1797-1810.	4.4	39
7	ReduceM: Interactive and Memory Efficient Ray Tracing of Large Models. Computer Graphics Forum, 2008, 27, 1313-1321.	3.0	25