Christian Lauterbach

List of Publications by Year
in descending order

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