

# Fabio Marton

## List of Publications by Year in descending order

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Version: 2024-02-01

48  
papers

1,156  
citations

567247

15  
h-index

501174

28  
g-index

48  
all docs

48  
docs citations

48  
times ranked

563  
citing authors

#	ARTICLE	IF	CITATIONS
1	BDAM - Batched Dynamic Adaptive Meshes for High Performance Terrain Visualization. Computer Graphics Forum, 2003, 22, 505-514.	3.0	145
2	A single-pass GPU ray casting framework for interactive out-of-core rendering of massive volumetric datasets. Visual Computer, 2008, 24, 797-806.	3.5	120
3	Adaptive tetrapuzzles. ACM Transactions on Graphics, 2004, 23, 796-803.	7.2	111
4	Far voxels. ACM Transactions on Graphics, 2005, 24, 878-885.	7.2	83
5	Layered point clouds: a simple and efficient multiresolution structure for distributing and rendering gigantic point-sampled models. Computers and Graphics, 2004, 28, 815-826.	2.5	74
6	State-of-the-Art in Compressed GPU-Based Direct Volume Rendering. Computer Graphics Forum, 2014, 33, 77-100.	3.0	66
7	C-BDAM ? Compressed Batched Dynamic Adaptive Meshes for Terrain Rendering. Computer Graphics Forum, 2006, 25, 333-342.	3.0	65
8	Planet-sized batched dynamic adaptive meshes (P-BDAM). , 0, , .		64
9	Interactive Multiscale Tensor Reconstruction for Multiresolution Volume Visualization. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 2135-2143.	4.4	40
10	COVRA: A compression-sensitive volume rendering architecture based on a sparse representation of voxel blocks. Computer Graphics Forum, 2012, 31, 1315-1324.	3.0	34
11	Ray-Casted BlockMaps for Large Urban Models Visualization. Computer Graphics Forum, 2007, 26, 405-413.	3.0	23
12	SSVDAGs. , 2016, , .		22
13	View-dependent exploration of massive volumetric models on large-scale light field displays. Visual Computer, 2010, 26, 1037-1047.	3.5	21
14	IsoCam. Journal on Computing and Cultural Heritage, 2014, 7, 1-24.	2.1	21
15	Adaptive quad patches. , 2012, , .		19
16	GPU Accelerated Direct Volume Rendering on an Interactive Light Field Display. Computer Graphics Forum, 2008, 27, 231-240.	3.0	18
17	An interactive 3D medical visualization system based on a light field display. Visual Computer, 2009, 25, 883-893.	3.5	18
18	High-quality networked terrain rendering from compressed bitstreams. , 2007, , .		17

#	ARTICLE	IF	CITATIONS
19	Adaptive tetrapuzzles. , 2004, , .		16
20	Far voxels. , 2005, , .		16
21	Natural exploration of 3D massive models on large-scale light field displays using the FOX proximal navigation technique. Computers and Graphics, 2012, 36, 893-903.	2.5	15
22	Compression-domain seamless multiresolution visualization of gigantic triangle meshes on mobile devices. , 2013, , .		14
23	Real-time adaptive content retargeting for live multi-view capture and light field display. Visual Computer, 2015, 31, 1023-1032.	3.5	12
24	Batched Multi Triangulation. , 0, , .		12
25	An interactive multi-user holographic environment. , 2006, , .		10
26	Mont'€™e Scan. Journal on Computing and Cultural Heritage, 2015, 8, 1-23.	2.1	10
27	Scalable rendering of massive triangle meshes on light field displays. Computers and Graphics, 2008, 32, 55-64.	2.5	8
28	A real-time coarse-to-fine multiview capture system for all-in-focus rendering on a light-field display. , 2011, , .		8
29	Massive model visualization techniques. , 2008, , .		7
30	A framework for GPU-accelerated exploration of massive time-varying rectilinear scalar volumes. Computer Graphics Forum, 2019, 38, 53-66.	3.0	7
31	Interactive spatio-temporal exploration of massive time-Varying rectilinear scalar volumes based on a variable bit-rate sparse representation over learned dictionaries. Computers and Graphics, 2020, 88, 45-56.	2.5	7
32	Web-based Exploration of Annotated Multi-Layered Relightable Image Models. Journal on Computing and Cultural Heritage, 2021, 14, 1-29.	2.1	7
33	Interactive Out-of-Core Visualisation of Very Large Landscapes on Commodity Graphics Platform. Lecture Notes in Computer Science, 2003, , 21-29.	1.3	7
34	HuMoRS. , 2014, , .		5
35	Adaptive Recommendations for Enhanced Non-linear Exploration of Annotated 3D Objects. Computer Graphics Forum, 2015, 34, 41-50.	3.0	5
36	Digital Mont'e Prama: 3D Cultural Heritage presentations in museums and anywhere. , 2015, , .		5

#	ARTICLE	IF	CITATIONS
37	Digital Montâ€™e Prama. Journal on Computing and Cultural Heritage, 2016, 9, 1-23.	2.1	5
38	Data-Driven Analysis of Virtual 3D Exploration of a Large Sculpture Collection in Real-World Museum Exhibitions. Journal on Computing and Cultural Heritage, 2018, 11, 1-20.	2.1	5
39	Coarse-grained multiresolution structures for mobile exploration of gigantic surface models. , 2013, , .		3
40	Audio-visual annotation graphs for guiding lens-based scene exploration. Computers and Graphics, 2022, , .	2.5	3
41	Interactive massive model rendering. , 2008, , .		2
42	A novel approach for exploring annotated data with interactive lenses. Computer Graphics Forum, 2021, 40, 387-398.	3.0	2
43	Context Preserving Focal Probes for Exploration of Volumetric Medical Datasets. Lecture Notes in Computer Science, 2009, , 187-198.	1.3	2
44	About modeling cultural heritage objects with limited computers resources. , 0, , .		1
45	FOX. , 2011, , .		1
46	GPU-friendly accelerated mesh-based and mesh-less techniques for the output-sensitive rendering of huge complex 3D models. , 2007, , .		0
47	Adaptive TetraPuzzles. , 2008, , .		0
48	Far voxels. , 2008, , .		0