

Kavita Bala

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

98
papers

3,541
citations

32
h-index

57
g-index

106
ext. papers

4,306
ext. citations

4.9
avg, IF

5.61
L-index

#	Paper	IF	Citations
98	Scene Summarization via Motion Normalization. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2021 , 27, 2495-2501	4	1
97	Insights from a Large-Scale Database of Material Depictions in Paintings. <i>Lecture Notes in Computer Science</i> , 2021 , 531-545	0.9	1
96	Unified Shape and SVBRDF Recovery using Differentiable Monte Carlo Rendering. <i>Computer Graphics Forum</i> , 2021 , 40, 101-113	2.4	7
95	Materials In Paintings (MIP): An interdisciplinary dataset for perception, art history, and computer vision. <i>PLoS ONE</i> , 2021 , 16, e0255109	3.7	2
94	Painterly depictions of glasses display a stylized pattern of highlights. <i>Journal of Vision</i> , 2021 , 21, 1955	0.4	
93	Learning From Paintings Improves Representations for Fabric Recognition. <i>Journal of Vision</i> , 2021 , 21, 2185	0.4	
92	Machine Learning (ML) for Tracking Fashion Trends: Documenting the Frequency of the Baseball Cap on Social Media and the Runway. <i>Clothing and Textiles Research Journal</i> , 2020 , 0887302X2093119	0.7	3
91	Langevin monte carlo rendering with gradient-based adaptation. <i>ACM Transactions on Graphics</i> , 2020 , 39,	7.6	3
90	A Database of Painterly Material Depictions. <i>Journal of Vision</i> , 2020 , 20, 1127	0.4	0
89	Effect of geometric sharpness on translucent material perception. <i>Journal of Vision</i> , 2020 , 20, 10	0.4	10
88	Context-Aware Asset Search for Graphic Design. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2019 , 25, 2419-2429	4	3
87	Block Annotation: Better Image Annotation With Sub-Image Decomposition 2019 ,		9
86	Does geometric sharpness affect perception of translucent material perception?. <i>Journal of Vision</i> , 2018 , 18, 225	0.4	
85	Deep Painterly Harmonization. <i>Computer Graphics Forum</i> , 2018 , 37, 95-106	2.4	22
84	Intrinsic Decompositions for Image Editing. <i>Computer Graphics Forum</i> , 2017 , 36, 593-609	2.4	30
83	Fiber-Level On-the-Fly Procedural Textiles. <i>Computer Graphics Forum</i> , 2017 , 36, 123-135	2.4	7
82	Deep Photo Style Transfer 2017 ,		243

81	Fast rendering of fabric micro-appearance models under directional and spherical gaussian lights. <i>ACM Transactions on Graphics</i> , 2017 , 36, 1-15	7.6	4
80	Shading Annotations in the Wild 2017 ,		23
79	Deep Feature Interpolation for Image Content Changes 2017 ,		100
78	Photometric Ambient Occlusion for Intrinsic Image Decomposition. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2016 , 38, 639-51	13.3	6
77	Fitting procedural yarn models for realistic cloth rendering. <i>ACM Transactions on Graphics</i> , 2016 , 35, 1-117.6		25
76	Do-it-yourself lighting design for product videography 2016 ,		1
75	Learning visual similarity for product design with convolutional neural networks. <i>ACM Transactions on Graphics</i> , 2015 , 34, 1-10	7.6	194
74	Computational rim illumination of dynamic subjects using aerial robots. <i>Computers and Graphics</i> , 2015 , 52, 142-154	1.8	2
73	On the appearance of translucent edges 2015 ,		13
72	Band-Sifting Decomposition for Image-Based Material Editing. <i>ACM Transactions on Graphics</i> , 2015 , 34, 1-16	7.6	19
71	Shadow Detection and Sun Direction in Photo Collections 2015 ,		10
70	Material recognition in the wild with the Materials in Context Database 2015 ,		185
69	Learning Visual Clothing Style with Heterogeneous Dyadic Co-Occurrences 2015 ,		133
68	Matching Real Fabrics with Micro-Appearance Models. <i>ACM Transactions on Graphics</i> , 2015 , 35, 1-26	7.6	91
67	Looking against the light: how perception of translucency depends on lighting direction. <i>Journal of Vision</i> , 2014 , 14, 17	0.4	37
66	Building volumetric appearance models of fabric using micro CT imaging. <i>Communications of the ACM</i> , 2014 , 57, 98-105	2.5	4
65	Computational rim illumination with aerial robots 2014 ,		7
64	Intrinsic images in the wild. <i>ACM Transactions on Graphics</i> , 2014 , 33, 1-12	7.6	179

63	A Local Frequency Analysis of Light Scattering and Absorption. <i>ACM Transactions on Graphics</i> , 2014 , 33, 1-17	7.6	13
62	Automatic shader simplification using surface signal approximation. <i>ACM Transactions on Graphics</i> , 2014 , 33, 1-11	7.6	20
61	High-order similarity relations in radiative transfer. <i>ACM Transactions on Graphics</i> , 2014 , 33, 1-12	7.6	25
60	User-assisted image compositing for photographic lighting. <i>ACM Transactions on Graphics</i> , 2013 , 32, 1-12	7.6	21
59	OpenSurfaces. <i>ACM Transactions on Graphics</i> , 2013 , 32, 1-17	7.6	103
58	Inverse volume rendering with material dictionaries. <i>ACM Transactions on Graphics</i> , 2013 , 32, 1-13	7.6	73
57	Modular flux transfer. <i>ACM Transactions on Graphics</i> , 2013 , 32, 1-12	7.6	17
56	Understanding the role of phase function in translucent appearance. <i>ACM Transactions on Graphics</i> , 2013 , 32, 1-19	7.6	41
55	Photometric Ambient Occlusion 2013 ,		16
54	Crowd Light: Evaluating the Perceived Fidelity of Illuminated Dynamic Scenes. <i>Computer Graphics Forum</i> , 2012 , 31, 565-574	2.4	12
53	Structure-aware synthesis for predictive woven fabric appearance. <i>ACM Transactions on Graphics</i> , 2012 , 31, 1-10	7.6	36
52	Bidirectional lightcuts. <i>ACM Transactions on Graphics</i> , 2012 , 31, 1-11	7.6	45
51	User-guided white balance for mixed lighting conditions. <i>ACM Transactions on Graphics</i> , 2012 , 31, 1-10	7.6	22
50	Heterogeneous Subsurface Scattering Using the Finite Element Method. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2011 , 17, 956-69	4	18
49	Single view reflectance capture using multiplexed scattering and time-of-flight imaging. <i>ACM Transactions on Graphics</i> , 2011 , 30, 1-10	7.6	56
48	Building volumetric appearance models of fabric using micro CT imaging. <i>ACM Transactions on Graphics</i> , 2011 , 30, 1-10	7.6	58
47	Building volumetric appearance models of fabric using micro CT imaging 2011 ,		6
46	Single view reflectance capture using multiplexed scattering and time-of-flight imaging 2011 ,		10

45	A radiative transfer framework for rendering materials with anisotropic structure 2010 ,		9
44	Combining global and local virtual lights for detailed glossy illumination. <i>ACM Transactions on Graphics</i> , 2010 , 29, 1-8	7.6	18
43	Effects of global illumination approximations on material appearance 2010 ,		3
42	A radiative transfer framework for rendering materials with anisotropic structure. <i>ACM Transactions on Graphics</i> , 2010 , 29, 1-13	7.6	65
41	Effects of global illumination approximations on material appearance. <i>ACM Transactions on Graphics</i> , 2010 , 29, 1-10	7.6	31
40	Single scattering in refractive media with triangle mesh boundaries. <i>ACM Transactions on Graphics</i> , 2009 , 28, 1-8	7.6	34
39	Single scattering in refractive media with triangle mesh boundaries 2009 ,		6
38	Automatic bounding of programmable shaders for efficient global illumination 2009 ,		1
37	Virtual spherical lights for many-light rendering of glossy scenes 2009 ,		10
36	Virtual spherical lights for many-light rendering of glossy scenes. <i>ACM Transactions on Graphics</i> , 2009 , 28, 1-6	7.6	35
35	Optimistic parallelism requires abstractions. <i>Communications of the ACM</i> , 2009 , 52, 89-97	2.5	13
34	Automatic bounding of programmable shaders for efficient global illumination. <i>ACM Transactions on Graphics</i> , 2009 , 28, 1-9	7.6	3
33	Single-pass Scalable Subsurface Rendering with Lightcuts. <i>Computer Graphics Forum</i> , 2008 , 27, 507-516	2.4	14
32	Tensor Clustering for Rendering Many-Light Animations. <i>Computer Graphics Forum</i> , 2008 , 27, 1105-1114	2.4	21
31	Fast agglomerative clustering for rendering 2008 ,		49
30	Optimistic parallelism benefits from data partitioning. <i>ACM SIGPLAN Notices</i> , 2008 , 43, 233-243	0.2	
29	Perception of complex aggregates. <i>ACM Transactions on Graphics</i> , 2008 , 27, 1-10	7.6	14
28	Optimistic parallelism benefits from data partitioning 2008 ,		46

27	Perception of complex aggregates 2008,			5
26	Scheduling strategies for optimistic parallel execution of irregular programs 2008,			37
25	Optimistic parallelism benefits from data partitioning. <i>Computer Architecture News</i> , 2008 , 36, 233-243			13
24	Optimistic parallelism benefits from data partitioning. <i>Operating Systems Review (ACM)</i> , 2008 , 42, 233-243			5
23	Dimensionality of visual complexity in computer graphics scenes 2008,			7
22	Optimistic parallelism requires abstractions 2007,			225
21	Matrix row-column sampling for the many-light problem 2007,			10
20	Matrix row-column sampling for the many-light problem. <i>ACM Transactions on Graphics</i> , 2007 , 26, 26	7.6		71
19	Visual equivalence. <i>ACM Transactions on Graphics</i> , 2007 , 26, 76	7.6		80
18	Visual equivalence 2007,			24
17	Optimistic parallelism requires abstractions. <i>ACM SIGPLAN Notices</i> , 2007 , 42, 211-222	0.2		60
16	Constrained texture synthesis via energy minimization. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2007 , 13, 167-78	4		21
15	Direct-to-indirect transfer for cinematic relighting. <i>ACM Transactions on Graphics</i> , 2006 , 25, 1089-1097	7.6		55
14	Multidimensional lightcuts. <i>ACM Transactions on Graphics</i> , 2006 , 25, 1081-1088	7.6		91
13	Direct-to-indirect transfer for cinematic relighting 2006,			6
12	Multidimensional lightcuts 2006,			19
11	Accurate direct illumination using iterative adaptive sampling. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2006 , 12, 353-64	4		17
10	Advanced Global Illumination, Second Edition 2006,			102

9	Lightcuts. <i>ACM Transactions on Graphics</i> , 2005 , 24, 1098-1107	7.6	169
8	Lightcuts 2005 ,		26
7	State of the art in Monte Carlo global illumination 2004 ,		5
6	Combining edges and points for interactive high-quality rendering 2003 ,		8
5	Combining edges and points for interactive high-quality rendering. <i>ACM Transactions on Graphics</i> , 2003 , 22, 631-640	7.6	51
4	Adaptive shadow maps 2001 ,		49
3	Radiance interpolants for accelerated bounded-error ray tracing. <i>ACM Transactions on Graphics</i> , 1999 , 18, 213-256	7.6	39
2	Interactive Ray-Traced Scene Editing Using Ray Segment Trees. <i>Eurographics</i> , 1999 , 31-44		4
1	Effect of Geometric Sharpness on Translucent Material Perception		2