

Sebastian Friston

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2423989/publications.pdf>

Version: 2024-02-01

20
papers

322
citations

1478505

6
h-index

1474206

9
g-index

20
all docs

20
docs citations

20
times ranked

279
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 1 | An "In the Wild"™ Experiment on Presence and Embodiment using Consumer Virtual Reality Equipment. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1406-1414. | 4.4 | 121 |
| 2 | Measuring Latency in Virtual Environments. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 616-625. | 4.4 | 59 |
| 3 | Beyond blur. ACM Transactions on Graphics, 2021, 40, 1-14. | 7.2 | 29 |
| 4 | The Effects of Low Latency on Pointing and Steering Tasks. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1605-1615. | 4.4 | 24 |
| 5 | Perceptual rasterization for head-mounted display image synthesis. ACM Transactions on Graphics, 2019, 38, 1-14. | 7.2 | 20 |
| 6 | Construction and Evaluation of an Ultra Low Latency Frameless Renderer for VR. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1377-1386. | 4.4 | 18 |
| 7 | glTF streaming from 3D repo to X3DOM. , 2016, , . | | 13 |
| 8 | 3DRepo4Unity. , 2017, , . | | 9 |
| 9 | Screen space 3D diff. , 2018, , . | | 9 |
| 10 | Position-Based Control of Under-Constrained Haptics: A System for the Dexmo Glove. IEEE Robotics and Automation Letters, 2019, 4, 3497-3504. | 5.1 | 6 |
| 11 | The AR-Rift 2 prototype. , 2017, , . | | 4 |
| 12 | Real-Time Collision Detection for Deformable Characters with Radial Fields. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2611-2622. | 4.4 | 3 |
| 13 | Quality of Service Impact on Edge Physics Simulations for VR. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2691-2701. | 4.4 | 3 |
| 14 | Profiling Distributed Virtual Environments by Tracing Causality. , 2018, , . | | 2 |
| 15 | Ambient fields: representing potential sensory information. , 2016, , . | | 1 |
| 16 | Docking Haptics: Dynamic Combinations Of Grounded And Worn Devices. , 2020, , . | | 1 |
| 17 | Ultra low latency dataflow renderer. , 2015, , . | | 0 |
| 18 | Low-Latency Rendering With Dataflow Architectures. IEEE Computer Graphics and Applications, 2020, 40, 94-104. | 1.2 | 0 |

| # | ARTICLE | IF | CITATIONS |
|----|--|-----|-----------|
| 19 | Beyond blur. ACM Transactions on Graphics, 2021, 40, 1-14. | 7.2 | 0 |
| 20 | Rectangular Selection of Components in Large 3D Models on the Web. , 2019, , . | | 0 |