

# 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	Quality of Service Impact on Edge Physics Simulations for VR. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2691-2701.	4.4	3
2	Beyond blur. ACM Transactions on Graphics, 2021, 40, 1-14.	7.2	0
3	Beyond blur. ACM Transactions on Graphics, 2021, 40, 1-14.	7.2	29
4	Docking Haptics: Dynamic Combinations Of Grounded And Worn Devices. , 2020, , .		1
5	Low-Latency Rendering With Dataflow Architectures. IEEE Computer Graphics and Applications, 2020, 40, 94-104.	1.2	0
6	Real-Time Collision Detection for Deformable Characters with Radial Fields. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2611-2622.	4.4	3
7	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
8	Perceptual rasterization for head-mounted display image synthesis. ACM Transactions on Graphics, 2019, 38, 1-14.	7.2	20
9	Rectangular Selection of Components in Large 3D Models on the Web. , 2019, , .		0
10	Profiling Distributed Virtual Environments by Tracing Causality. , 2018, , .		2
11	Screen space 3D diff. , 2018, , .		9
12	The AR-Rift 2 prototype. , 2017, , .		4
13	3DRepo4Unity. , 2017, , .		9
14	glTF streaming from 3D repo to X3DOM. , 2016, , .		13
15	Ambient fields: representing potential sensory information. , 2016, , .		1
16	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
17	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
18	The Effects of Low Latency on Pointing and Steering Tasks. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1605-1615.	4.4	24

#	ARTICLE	IF	CITATIONS
19	Ultra low latency dataflow renderer. , 2015, , .		0
20	Measuring Latency in Virtual Environments. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 616-625.	4.4	59