Katja Zibrek

List of Publications by Year
in descending order

29 papers	520 citations	1307594 7 h-index	1199594 12 g-index
30 all docs	30 docs citations	30 times ranked	282 citing authors

#	Article	IF	Citations
1	The Effect of Realistic Appearance of Virtual Characters in Immersive Environments - Does the Character's Personality Play a Role?. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1681-1690.	4.4	83
2	To stylize or not to stylize?. ACM Transactions on Graphics, 2015, 34, 1-12.	7.2	82
3	Is Photorealism Important for Perception of Expressive Virtual Humans in Virtual Reality?. ACM Transactions on Applied Perception, 2019, 16, 1-19.	1.9	46
4	The Influence of Synthetic Voice on the Evaluation of a Virtual Character. , 0, , .		39
5	Evaluating the distinctiveness and attractiveness of human motions on realistic virtual bodies. ACM Transactions on Graphics, 2013, 32, 1-11.	7.2	36
6	Does render style affect perception of personality in virtual humans?. , 2014, , .		35
7	Don't stand so close to me. , 2017, , .		26
8	Enlighten Me. ACM Transactions on Graphics, 2020, 39, 1-12.	7.2	22
9	Exploring the Effect of Motion Type and Emotions on the Perception of Gender in Virtual Humans. ACM Transactions on Applied Perception, 2015, 12, 1-20.	1.9	21
10	Social presence and place illusion are affected by photorealism in embodied VR. , 2019, , .		19
11	The Effect of Gender and Attractiveness of Motion on Proximity in Virtual Reality. ACM Transactions on Applied Perception, 2020, 17, 1-15.	1.9	19
12	Perception of personality through eye gaze of realistic and cartoon models. , 2015, , .		18
13	Perception of virtual characters. , 2019, , .		17
14	Evaluating the effect of emotion on gender recognition in virtual humans. , 2013, , .		11
15	Psychology in Virtual Reality: Toward a Validated Measure of Social Presence. Frontiers in Psychology, 2021, 12, 705448.	2.1	8
16	Interaction Fields: Intuitive Sketchâ€based Steering Behaviors for Crowd Simulation. Computer Graphics Forum, 2022, 41, 521-534.	3.0	8
17	Model for predicting perception of facial action unit activation using virtual humans. Computers and Graphics, 2021, 100, 81-92.	2.5	7
18	Does Synthetic Voice alter Social Response to a Photorealistic Character in Virtual Reality?. , 2021, , .		4

#	Article	IF	Citations
19	Investigating perceptually based models to predict importance of facial blendshapes. , 2020, , .		4
20	A psychophysical model to control the brightness and key-to-fill ratio in CG cartoon character lighting. , 2019, , .		3
21	Walk this way: Evaluating the effect of perceived gender and attractiveness of motion on proximity in virtual reality. , 2020, , .		3
22	Reactive Virtual Agents. , 2021, , .		2
23	Proximity in VR: The Importance of Character Attractiveness and Participant Gender. , 2022, , .		2
24	Exploring behaviour towards avatars and agents in immersive virtual environments with mixed-agency interactions. , 2021, , .		1
25	Walk Ratio: Perception of an Invariant Parameter of Human Walk on Virtual Characters. , 2020, , .		1
26	Perception of Motion Variations in Large-Scale Virtual Human Crowds. , 2021, , .		1
27	Editorial: Meeting Remotelyâ€"The Challenges of Optimal Avatar Interaction in VR. Frontiers in Virtual Reality, 2021, 2, .	3.7	1
28	Audio-visual interactions in the perception of intention from actions. Multisensory Research, 2013, 26, 154-155.	1.1	0
29	Evaluating the Uncanny valley with the implicit association test. , 2015, , .		0