

Katja Zibrek

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2492579/publications.pdf>

Version: 2024-02-01

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	Proximity in VR: The Importance of Character Attractiveness and Participant Gender. , 2022, , .		2
2	Interaction Fields: Intuitive Sketch-based Steering Behaviors for Crowd Simulation. Computer Graphics Forum, 2022, 41, 521-534.	3.0	8
3	Exploring behaviour towards avatars and agents in immersive virtual environments with mixed-agency interactions. , 2021, , .		1
4	Reactive Virtual Agents. , 2021, , .		2
5	Model for predicting perception of facial action unit activation using virtual humans. Computers and Graphics, 2021, 100, 81-92.	2.5	7
6	Psychology in Virtual Reality: Toward a Validated Measure of Social Presence. Frontiers in Psychology, 2021, 12, 705448.	2.1	8
7	Does Synthetic Voice alter Social Response to a Photorealistic Character in Virtual Reality?. , 2021, , .		4
8	Perception of Motion Variations in Large-Scale Virtual Human Crowds. , 2021, , .		1
9	Editorial: Meeting Remotely – The Challenges of Optimal Avatar Interaction in VR. Frontiers in Virtual Reality, 2021, 2, .	3.7	1
10	Walk this way: Evaluating the effect of perceived gender and attractiveness of motion on proximity in virtual reality. , 2020, , .		3
11	Enlighten Me. ACM Transactions on Graphics, 2020, 39, 1-12.	7.2	22
12	Walk Ratio: Perception of an Invariant Parameter of Human Walk on Virtual Characters. , 2020, , .		1
13	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
14	Investigating perceptually based models to predict importance of facial blendshapes. , 2020, , .		4
15	Perception of virtual characters. , 2019, , .		17
16	A psychophysical model to control the brightness and key-to-fill ratio in CG cartoon character lighting. , 2019, , .		3
17	Social presence and place illusion are affected by photorealism in embodied VR. , 2019, , .		19
18	Is Photorealism Important for Perception of Expressive Virtual Humans in Virtual Reality?. ACM Transactions on Applied Perception, 2019, 16, 1-19.	1.9	46

#	ARTICLE	IF	CITATIONS
19	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
20	Don't stand so close to me. , 2017, , .		26
21	Evaluating the Uncanny valley with the implicit association test. , 2015, , .		0
22	Perception of personality through eye gaze of realistic and cartoon models. , 2015, , .		18
23	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
24	To stylize or not to stylize?. ACM Transactions on Graphics, 2015, 34, 1-12.	7.2	82
25	Does render style affect perception of personality in virtual humans?. , 2014, , .		35
26	Evaluating the effect of emotion on gender recognition in virtual humans. , 2013, , .		11
27	Evaluating the distinctiveness and attractiveness of human motions on realistic virtual bodies. ACM Transactions on Graphics, 2013, 32, 1-11.	7.2	36
28	Audio-visual interactions in the perception of intention from actions. Multisensory Research, 2013, 26, 154-155.	1.1	0
29	The Influence of Synthetic Voice on the Evaluation of a Virtual Character. , 0, , .		39