

# Mohd Shahrizal Sunar

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2511531/publications.pdf>

Version: 2024-02-01

128  
papers

991  
citations

623188

14  
h-index

580395

25  
g-index

134  
all docs

134  
docs citations

134  
times ranked

692  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Review on Augmented Reality for Virtual Heritage System. Lecture Notes in Computer Science, 2009, , 50-61.	1.0	109
2	Using augmented reality with speech input for non-native children's language learning. International Journal of Human Computer Studies, 2020, 134, 44-64.	3.7	62
3	A Comprehensive Study on Pathfinding Techniques for Robotics and Video Games. International Journal of Computer Games Technology, 2015, 2015, 1-11.	1.6	60
4	3D Object Manipulation Techniques in Handheld Mobile Augmented Reality Interface: A Review. IEEE Access, 2019, 7, 40581-40601.	2.6	59
5	Factors Influencing the Acceptance of Augmented Reality in Education: A Review of the Literature. Journal of Computer Science, 2017, 13, 581-589.	0.5	37
6	Content Based Image Retrieval Using Colour Strings Comparison. Procedia Computer Science, 2015, 50, 374-379.	1.2	33
7	TeachAR: An Interactive Augmented Reality Tool for Teaching Basic English to Non-Native Children. , 2016, , .		31
8	Survey of Shadow Volume Algorithms in Computer Graphics. IETE Technical Review (Institution of) Tj ETQq0 0 0 rgBT/Overlock 10 Tf 50	2.1	24
9	Realistic Real-Time Outdoor Rendering in Augmented Reality. PLoS ONE, 2014, 9, e108334.	1.1	21
10	The feasibility of human haptic emotion as a feature to enhance interactivity and immersiveness on virtual reality game. , 2008, , .		20
11	Computer Generated Caricature: A Survey. , 2010, , .		20
12	A new weighted pathfinding algorithms to reduce the search time on grid maps. Expert Systems With Applications, 2017, 71, 319-331.	4.4	20
13	ECG-based prediction algorithm for imminent malignant ventricular arrhythmias using decision tree. PLoS ONE, 2020, 15, e0231635.	1.1	20
14	Mobile Augmented Reality Technologies for Autism Spectrum Disorder Interventions: A Systematic Literature Review. Applied Sciences (Switzerland), 2021, 11, 4550.	1.3	19
15	Covering photo-realistic properties of outdoor components with the effects of sky color in mixed reality. Multimedia Tools and Applications, 2014, 72, 2143-2162.	2.6	18
16	A new framework for sign language alphabet hand posture recognition using geometrical features through artificial neural network (part 1). Neural Computing and Applications, 2021, 33, 4945-4963.	3.2	17
17	ReVitAge: Realistic virtual heritage taking shadows and sky illumination into account. Journal of Cultural Heritage, 2018, 32, 166-175.	1.5	15
18	An integration of enhanced social force and crowd control models for high-density crowd simulation. Neural Computing and Applications, 2021, 33, 6095-6117.	3.2	15

#	ARTICLE	IF	CITATIONS
19	Development of Mobile-Based Augmented Reality Colouring for Preschool Learning. , 2018, , .		14
20	Engineered Electrospun Polyurethane Composite Patch Combined with Bi-functional Components Rendering High Strength for Cardiac Tissue Engineering. Polymers, 2019, 11, 705.	2.0	14
21	A Study on Natural Interaction for Human Body Motion Using Depth Image Data. , 2011, , .		13
22	Accurate computing of facial expression recognition using a hybrid feature extraction technique. Journal of Supercomputing, 2021, 77, 5019-5044.	2.4	13
23	Survey on Real-Time Crowds Simulation. Lecture Notes in Computer Science, 2008, , 573-580.	1.0	13
24	Identification of metabolic pathways using pathfinding approaches: a systematic review. Briefings in Functional Genomics, 2016, 16, elw002.	1.3	12
25	Multimodal Fusion: Gesture and Speech Input in Augmented Reality Environment. Advances in Intelligent Systems and Computing, 2015, , 245-254.	0.5	12
26	Vision-Based Technique and Issues for Multimodal Interaction in Augmented Reality. , 2015, , .		11
27	Collaborative Augmented Reality for Chess Game in Handheld Devices. , 2019, , .		11
28	Quranic Verses Verification using Speech Recognition Techniques. Jurnal Teknologi (Sciences and) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 00	0.3	10
29	A quadratic spline approximation using detail multi-layer for soft shadow generation in augmented reality. Multimedia Tools and Applications, 2014, 73, 1225-1245.	2.6	9
30	Designing an Augmented Reality Multimodal Interface for 6DOF Manipulation Techniques. Advances in Intelligent Systems and Computing, 2019, , 309-322.	0.5	9
31	An Overview on Base Real-Time Shadow Techniques in Virtual Environments. Telkomnika (Telecommunication Computing Electronics and Control), 2012, 10, 171.	0.6	9
32	Haptic Vibration for Emotional Expression of Avatar to Enhance the Realism of Virtual Reality. , 2009, , .		8
33	Device-based manipulation technique with separated control structures for 3D object translation and rotation in handheld mobile AR. International Journal of Human Computer Studies, 2020, 141, 102433.	3.7	8
34	User Experience of Gamified Virtual Reality (VR) in Sport: A Review. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2020, , 440-449.	0.2	8
35	In-Visible Island: Inclusive Storytelling Platform for Visually Impaired Children. Mobile Networks and Applications, 2020, 25, 913-924.	2.2	7
36	A REVIEW OF 3D GESTURE INTERACTION FOR HANDHELD AUGMENTED REALITY. Jurnal Teknologi (Sciences) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 00	0.3	7

#	ARTICLE	IF	CITATIONS
37	A survey on simulating real-time crowd simulation. , 2015, , .		6
38	Shadow Generation in Mixed Reality: A Comprehensive Survey. IETE Technical Review (Institution of) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 5	2.1	6
39	Simulating group formation and behaviour in dense crowd. , 2016, , .		6
40	In the Quest of Defining Smart Digital City in Medini Iskandar Malaysia, Iskandar Puteri, Malaysia. , 2016, , .		6
41	Flow Visualization Techniques: A Review. Lecture Notes in Computer Science, 2016, , 527-538.	1.0	6
42	Rowing Simulation using Rower Machine in Virtual Reality. , 2020, , .		6
43	A Review of Shadow Techniques in Augmented Reality. , 2009, , .		5
44	wARna â€” Mobile-based augmented reality colouring book. , 2015, , .		5
45	Anti-aliasing in image based shadow generation techniques: a comprehensive survey. Multimedia Tools and Applications, 2015, 74, 7461-7487.	2.6	5
46	Simulating large group behaviour in tawaf crowd. , 2016, , .		5
47	Soft bilateral filtering shadows using multiple image-based algorithms. Multimedia Tools and Applications, 2017, 76, 2591-2608.	2.6	5
48	Intuitiveness 3D objects Interaction in Augmented Reality Using S-PI Algorithm. TELKOMNIKA Indonesian Journal of Electrical Engineering, 2013, 11, .	0.1	5
49	A REVIEW ON AUGMENTED REALITY TRACKING METHODS FOR MAINTENANCE OF ROBOTS. Jurnal Teknologi (Sciences and Engineering), 2020, 83, 37-43.	0.3	5
50	Enjoyment as Gamified Experience for Informal Learning in Virtual Reality. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2022, , 383-399.	0.2	5
51	Collaborative Augmented Reality Approach for Multi-user Interaction in Urban Simulation. , 2009, , .		4
52	A Review on Fluid Simulation Method for Blood Flow Representation. Lecture Notes in Bioengineering, 2015, , 129-141.	0.3	4
53	SPEECH EMOTION CLASSIFICATION USING SVM AND MLP ON PROSODIC AND VOICE QUALITY FEATURES. Jurnal Teknologi (Sciences and Engineering), 2016, 78, .	0.3	4
54	Making decision for the next step in dense crowd simulation using support vector machines. , 2016, , .		4

#	ARTICLE	IF	CITATIONS
55	An implementation of sign language alphabet hand posture recognition using geometrical features through artificial neural network (part 2). <i>Neural Computing and Applications</i> , 2021, 33, 13885-13907.	3.2	4
56	Survey on Collaborative AR for Multi-user in Urban Studies and Planning. <i>Lecture Notes in Computer Science</i> , 2009, , 444-455.	1.0	4
57	E-Facetic. , 2010, , .		3
58	A Review of Dynamic Motion Control Considering Physics for Real Time Animation Character. , 2011, , .		3
59	Real-Time Volume Shadow using Visible-Non Visible Algorithm. <i>Journal of Computer Science</i> , 2011, 7, 980-985.	0.5	3
60	Background subtraction methods in video streams: A review. , 2015, , .		3
61	FRAMEWORK OF CONTROLLING 3D VIRTUAL HUMAN EMOTIONAL WALKING USING BCI. <i>Jurnal Teknologi (Sciences and Engineering)</i> , 2015, 75, .	0.3	3
62	Virtual Surgery, Applications and Limitations. <i>Lecture Notes in Bioengineering</i> , 2015, , 169-195.	0.3	3
63	Dynamic Body Circumference Measurement Technique for a More Realistic Virtual Fitting Room Experience. , 2018, , .		3
64	Image Features Detection and Tracking for Image Based Target Augmented Reality Application. , 2019, , .		3
65	Collaborative Augmented Reality: Multi-user Interaction in Urban Simulation. <i>Lecture Notes in Computer Science</i> , 2009, , 382-391.	1.0	3
66	LivePhantom: Retrieving Virtual World Light Data to Real Environments. <i>PLoS ONE</i> , 2016, 11, e0166424.	1.1	3
67	INTERACTIVE NON-PHOTOREALISTIC RENDERING. <i>Jurnal Teknologi (Sciences and Engineering)</i> , 2015, 75, .	0.3	3
68	Recognition of Holy Quran Recitation Rules Using Phoneme Duration. <i>Lecture Notes on Data Engineering and Communications Technologies</i> , 2018, , 343-352.	0.5	3
69	Mathematics Lesson using Accelerometer Sensor Interaction in Handheld Augmented Reality Application for Kindergarten. , 2020, , .		3
70	AREDAPPS: Mobile Augmented Reality Development and Learning Framework Based on Augmented Reality Technology for Engineering Drawing Course. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2022, , 322-335.	0.2	3
71	Accelerating virtual walkthrough with visual culling techniques. , 2006, , .		2
72	Range Detection Approach in Interactive Virtual Heritage Walkthrough. , 2006, , .		2

#	ARTICLE	IF	CITATIONS
73	Multi-user Interaction in Collaborative Augmented Reality for Urban Simulation. , 2009, , .		2
74	Interaction between Sunlight and the Sky Colour with 3D Objects in the Outdoor Virtual Environment. , 2010, , .		2
75	New Silhouette Detection Algorithm to Create Real-Time Volume Shadow. , 2011, , .		2
76	Simulated real-time soft shadow in mixed reality using fuzzy logic. 3D Research, 2013, 4, 1.	1.8	2
77	Marker Hiding Methods: Applications in Augmented Reality. Applied Artificial Intelligence, 2015, 29, 101-118.	2.0	2
78	Interactive toon shading using mesh smoothing. International Journal of Intelligent Systems Technologies and Applications, 2016, 15, 218.	0.2	2
79	Unsupervised segmentation of action segments in egocentric videos using gaze. , 2017, , .		2
80	Multimodal fusion: progresses and issues for augmented reality environment. International Journal of Computational Vision and Robotics, 2017, 7, 240.	0.2	2
81	Soft bilateral filtering volumetric shadows using cube shadow maps. PLoS ONE, 2017, 12, e0178415.	1.1	2
82	Photorealistic rendering: a survey on evaluation. Multimedia Tools and Applications, 2018, 77, 25983-26008.	2.6	2
83	Geometry-based shading for shape depiction enhancement. Multimedia Tools and Applications, 2018, 77, 5737-5766.	2.6	2
84	Using Modified Butterfly Interpolation Scheme for Hole-filling in 3D Data Reconstruction. , 2019, , .		2
85	Two Stages Haar-Cascad Face Detection with Reduced False Positive. Advances in Intelligent Systems and Computing, 2019, , 690-695.	0.5	2
86	An Overview on Base Real-Time Hard Shadow Techniques in Virtual Environments. TELKOMNIKA Indonesian Journal of Electrical Engineering, 2012, 10, .	0.1	2
87	Exploring the Potential of Using Augmented Reality Approach in Cultural Heritage System. , 2009, , 711-718.		2
88	Occluded Face Detection, Face in Niqab Dataset. Advances in Intelligent Systems and Computing, 2020, , 209-215.	0.5	2
89	Framework for real time cloud rendering. , 0, , .		1
90	Hierarchical Occlusion Queries on Driving Simulation. , 2011, , .		1

#	ARTICLE	IF	CITATIONS
91	3D character motion deformation technique for motion style alteration. , 2015, , .		1
92	Stylized line drawings for shape depiction. , 2015, , .		1
93	Real-Time Rendering Blood Flow Visualisation Using Particle Based Technique. Communications in Computer and Information Science, 2017, , 645-655.	0.4	1
94	Exhibition approach using an AR and VR pillar. , 2017, , .		1
95	Realistic real-time rendering of light shafts using blur filter: considering the effect of shadow maps. Multimedia Tools and Applications, 2018, 77, 17007-17022.	2.6	1
96	Simulation of Crowd Evacuation in Laboratory using Social Force Model. , 2018, , .		1
97	Research on Atmospheric Clouds: A Review of Cloud Animation Methods in Computer Graphics. , 2019, , .		1
98	ReLiShaft: realistic real-time light shaft generation taking sky illumination into account. Multimedia Tools and Applications, 2019, 78, 6073-6092.	2.6	1
99	Advances in computer-aided human interaction for detecting facial expression using dual tree multi band wavelet transform and Gaussian mixture model. Neural Computing and Applications, 2020, , 1.	3.2	1
100	Automatic Estimation of Illumination Features for Indoor Photorealistic Rendering in Augmented Reality. Communications in Computer and Information Science, 2015, , 541-554.	0.4	1
101	An Algorithm for Treating Uncertainties in the Visualization of Pipeline Sensors' Datasets. Lecture Notes in Computer Science, 2009, , 561-572.	1.0	1
102	Hybrid Silhouette Detection for Real-Time Shadow Volume. The International Journal of Virtual Reality, 2019, 10, 43-51.	2.2	1
103	An Approach to Minimising Estimated Pincushion Camera Distortions. Telkomnika (Telecommunication) Tj ETQq1 10,784314 rgBT /C 0,6		1
104	A Survey of Spray-and-Wait Routing Protocol in Pocket Switched Network. Advanced Science Letters, 2014, 20, 2162-2165.	0.2	1
105	KIHECT: Reliability of Hand-Eye Coordination among Rugby Players Using Consumer Depth Camera. Advances in Intelligent Systems and Computing, 2015, , 201-210.	0.5	1
106	State of the Art in the 3D Cardiovascular Visualization. Lecture Notes in Bioengineering, 2015, , 143-168.	0.3	1
107	AN S-PI VISION-BASED TRACKING SYSTEM FOR OBJECT MANIPULATION IN AUGMENTED REALITY. Jurnal Teknologi (Sciences and Engineering), 2015, 75, .	0.3	1
108	Intelligent Agent Simulator in Massive Crowd. Indonesian Journal of Electrical Engineering and Computer Science, 2018, 11, 577.	0.7	1

#	ARTICLE	IF	CITATIONS
109	Interactive Panorama VR360 for Corporate Communications: An Industrial Scenario Case Study. International Journal of Integrated Engineering, 2018, 10, .	0.2	1
110	Atmospheric cloud modeling methods in computer graphics: A review, trends, taxonomy, and future directions. Journal of King Saud University - Computer and Information Sciences, 2022, 34, 3468-3488.	2.7	1
111	Face-Touch: An Emotional Facial Expression Technique of Avatar Based on Tactile Vibration in Virtual Reality Game. , 0, , .		0
112	Using the S-PI Algorithm for Interaction in Augmented Reality. , 2013, , .		0
113	Key pose deformations in changing the 3D character motion style. , 2015, , .		0
114	Enhanced exemplar based inpainting algorithm for hiding the augmented reality marker. , 2015, , .		0
115	REFLECTIVE PRISM DISPLAY USING PEPPERâ€™S GHOST TECHNIQUE SOFTWARE TOOLKIT PLUGIN FOR UNITY 3D. Jurnal Teknologi (Sciences and Engineering), 2016, 78, .	0.3	0
116	Improved Incremental Orthogonal Centroid Algorithm for Visualising Pipeline Sensor Datasets. Lecture Notes in Computer Science, 2011, , 24-35.	1.0	0
117	Real-Time Volume Shadow Using Stencil Buffer. Communications in Computer and Information Science, 2011, , 680-687.	0.4	0
118	SOFT SHADOWS USING SP-LINE APPROXIMATION. Jurnal Teknologi (Sciences and Engineering), 2015, 75, .	0.3	0
119	TOWARDS A REALISTIC MARKER-BASED AUGMENTED REALITY SCENE: ISSUES AND PROSPECTIVE ASPECT. Jurnal Teknologi (Sciences and Engineering), 2015, 75, .	0.3	0
120	METHOD OF REGISTRATION FOR 3D FACE POINT CLOUD DATA. Jurnal Teknologi (Sciences and Engineering), 2015, 75, .	0.3	0
121	MOTION DEFORMATION STYLE CONTROL TECHNIQUE FOR 3D HUMANOID CHARACTER BY USING MOCAP DATA. Jurnal Teknologi (Sciences and Engineering), 2016, 78, .	0.3	0
122	Realistic Rendering Colored Light Shafts Using Light Texture. Lecture Notes on Data Engineering and Communications Technologies, 2018, , 353-360.	0.5	0
123	Interactive rendering of light scattering in dust molecules using particle systems. International Journal of Computer Aided Engineering and Technology, 2018, 10, 274.	0.1	0
124	Tracking Techniques in Augmented Reality for Handheld Interfaces. , 2019, , 1-10.		0
125	Context-Aware Face Detection for Occluded Faces. , 2020, , .		0
126	Summary of Pathfinding in Off-Road Environment. , 2020, , .		0



#	ARTICLE	IF	CITATIONS
127	Magnitude-Based Streamlines Seed Point Selection for 3D Flow Visualization. <i>Frontiers in Artificial Intelligence and Applications</i> , 2020, , .	0.3	0
128	CMAR: A Conceptual Framework for Designing Mobile Augmented Reality Learning Module for Construction Measurement. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2022, , 372-382.	0.2	0