# Mohd Shahrizal Sunar

List of Publications by Year
in descending order

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|---|---|---|---|
| 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 | 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 |
| 2 | 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 |
| 3 | AREDAPPS: Mobile Augmented Reality Development and Learning Framework Based on Augmented Reality Technology for Engineering Drawing Course. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2022, , 322-335. | 0.2 | 3 |
| 4 | CMAR: A Conceptual Framework for Designing Mobile Augmented Reality Learning Module for Construction Measurement. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2022, , 372-382. | 0.2 | 0 |
| 5 | 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 |
| 6 | Accurate computing of facial expression recognition using a hybrid feature extraction technique. Journal of Supercomputing, 2021, 77, 5019-5044. | 2.4 | 13 |
| 7 | 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 |
| 8 | An implementation of sign language alphabet hand posture recognition using geometrical features through artificial neural network (part 2). Neural Computing and Applications, 2021, 33, 13885-13907. | 3.2 | 4 |
| 9 | Mobile Augmented Reality Technologies for Autism Spectrum Disorder Interventions: A Systematic Literature Review. Applied Sciences (Switzerland), 2021, 11, 4550. | 1.3 | 19 |
| 10 | 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 |
| 11 | ECG-based prediction algorithm for imminent malignant ventricular arrhythmias using decision tree. PLoS ONE, 2020, 15, e0231635. | 1.1 | 20 |
| 12 | 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 |
| 13 | Advances in computer–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 |
| 14 | In-Visible Island: Inclusive Storytelling Platform for Visually Impaired Children. Mobile Networks and Applications, 2020, 25, 913-924. | 2.2 | 7 |
| 15 | Occluded Face Detection, Face in Niqab Dataset. Advances in Intelligent Systems and Computing, 2020, , 209-215. | 0.5 | 2 |
| 16 | Mathematics Lesson using Accelerometer Sensor Interaction in Handheld Augmented Reality Application for Kindergarten. , 2020, , . | | 3 |
| 17 | Context-Aware Face Detection for Occluded Faces. , 2020, , . | | 0 |
| 18 | Summary of Pathfinding in Off-Road Environment. , 2020, , . | | 0 |

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| 19 | A REVIEW ON AUGMENTED REALITY TRACKING METHODS FOR MAINTENANCE OF ROBOTS. Jurnal Teknologi (Sciences and Engineering), 2020, 83, 37-43. | 0.3 | 5 |
| 20 | Rowing Simulation using Rower Machine in Virtual Reality. , 2020, , . | | 6 |
| 21 | 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 |
| 22 | Magnitude-Based Streamlines Seed Point Selection for 3D Flow Visualization. Frontiers in Artificial Intelligence and Applications, 2020, , . | 0.3 | 0 |
| 23 | Engineered Electrospun Polyurethane Composite Patch Combined with Bi-functional Components Rendering High Strength for Cardiac Tissue Engineering. Polymers, 2019, 11, 705. | 2.0 | 14 |
| 24 | 3D Object Manipulation Techniques in Handheld Mobile Augmented Reality Interface: A Review. IEEE Access, 2019, 7, 40581-40601. | 2.6 | 59 |
| 25 | Using Modified Butterfly Interpolation Scheme for Hole-filling in 3D Data Reconstruction. , 2019, , . | | 2 |
| 26 | Research on Atmospheric Clouds: A Review of Cloud Animation Methods in Computer Graphics. , 2019, , . | | 1 |
| 27 | Collaborative Augmented Reality for Chess Game in Handheld Devices. , 2019, , . | | 11 |
| 28 | Image Features Detection and Tracking for Image Based Target Augmented Reality Application. , 2019, , . | | 3 |
| 29 | ReLiShaft: realistic real-time light shaft generation taking sky illumination into account. Multimedia Tools and Applications, 2019, 78, 6073-6092. | 2.6 | 1 |
| 30 | Two Stages Haar-Cascad Face Detection with Reduced False Positive. Advances in Intelligent Systems and Computing, 2019, , 690-695. | 0.5 | 2 |
| 31 | Designing an Augmented Reality Multimodal Interface for 6DOF Manipulation Techniques. Advances in Intelligent Systems and Computing, 2019, , 309-322. | 0.5 | 9 |
| 32 | Hybrid Silhouette Detection for Real-Time Shadow Volume. The International Journal of Virtual Reality, 2019, 10, 43-51. | 2.2 | 1 |
| 33 | Tracking Techniques in Augmented Reality for Handheld Interfaces. , 2019, , 1-10. | | 0 |
| 34 | ReVitAge: Realistic virtual heritage taking shadows and sky illumination into account. Journal of Cultural Heritage, 2018, 32, 166-175. | 1.5 | 15 |
| 35 | 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 |
| 36 | Photorealistic rendering: a survey on evaluation. Multimedia Tools and Applications, 2018, 77, 25983-26008. | 2.6 | 2 |

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| 37 | Geometry-based shading for shape depiction enhancement. Multimedia Tools and Applications, 2018, 77, 5737-5766. | 2.6 | 2 |
| 38 | Development of Mobile-Based Augmented Reality Colouring for Preschool Learning. , 2018, , . | | 14 |
| 39 | Dynamic Body Circumference Measurement Technique for a More Realistic Virtual Fitting Room Experience. , 2018, , . | | 3 |
| 40 | Simulation of Crowd Evacuation in Laboratory using Social Force Model. , 2018, , . | | 1 |
| 41 | Realistic Rendering Colored Light Shafts Using Light Texture. Lecture Notes on Data Engineering and Communications Technologies, 2018, , 353-360. | 0.5 | 0 |
| 42 | Recognition of Holy Quran Recitation Rules Using Phoneme Duration. Lecture Notes on Data Engineering and Communications Technologies, 2018, , 343-352. | 0.5 | 3 |
| 43 | 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 |
| 44 | Intelligent Agent Simulator in Massive Crowd. Indonesian Journal of Electrical Engineering and Computer Science, 2018, 11, 577. | 0.7 | 1 |
| 45 | Interactive Panorama VR360 for Corporate Communications: An Industrial Scenario Case Study. International Journal of Integrated Engineering, 2018, 10, . | 0.2 | 1 |
| 46 | Soft bilateral filtering shadows using multiple image-based algorithms. Multimedia Tools and Applications, 2017, 76, 2591-2608. | 2.6 | 5 |
| 47 | A new weighted pathfinding algorithms to reduce the search time on grid maps. Expert Systems With Applications, 2017, 71, 319-331. | 4.4 | 20 |
| 48 | Real-Time Rendering Blood Flow Visualisation Using Particle Based Technique. Communications in Computer and Information Science, 2017, , 645-655. | 0.4 | 1 |
| 49 | Exhibition approach using an AR and VR pillar. , 2017, , . | | 1 |
| 50 | Unsupervised segmentation of action segments in egocentric videos using gaze. , 2017, , . | | 2 |
| 51 | Multimodal fusion: progresses and issues for augmented reality environment. International Journal of Computational Vision and Robotics, 2017, 7, 240. | 0.2 | 2 |
| 52 | 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 |
| 53 | Soft bilateral filtering volumetric shadows using cube shadow maps. PLoS ONE, 2017, 12, e0178415. | 1.1 | 2 |
| 54 | Interactive toon shading using mesh smoothing. International Journal of Intelligent Systems Technologies and Applications, 2016, 15, 218. | 0.2 | 2 |

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| 55 | REFLECTIVE PRISM DISPLAY USING PEPPERâ€™S GHOST TECHNIQUE SOFTWARE TOOLKIT PLUGIN FOR UNITY 3D. Jurnal Teknologi (Sciences and Engineering), 2016, 78, . | 0.3 | 0 |
| 56 | SPEECH EMOTION CLASSIFICATION USING SVM AND MLP ON PROSODIC AND VOICE QUALITY FEATURES. Jurnal Teknologi (Sciences and Engineering), 2016, 78, . | 0.3 | 4 |
| 57 | Simulating group formation and behaviour in dense crowd. , 2016, , . | | 6 |
| 58 | Making decision for the next step in dense crowd simulation using support vector machines. , 2016, , . | | 4 |
| 59 | TeachAR: An Interactive Augmented Reality Tool for Teaching Basic English to Non-Native Children. , 2016, , . | | 31 |
| 60 | In the Quest of Defining Smart Digital City in Medini Iskandar Malaysia, Iskandar Puteri, Malaysia. , 2016, , . | | 6 |
| 61 | Simulating large group behaviour in tawaf crowd. , 2016, , . | | 5 |
| 62 | Identification of metabolic pathways using pathfinding approaches: a systematic review. Briefings in Functional Genomics, 2016, 16, elw002. | 1.3 | 12 |
| 63 | Flow Visualization Techniques: A Review. Lecture Notes in Computer Science, 2016, , 527-538. | 1.0 | 6 |
| 64 | A REVIEW OF 3D GESTURE INTERACTION FOR HANDHELD AUGMENTED REALITY. Jurnal Teknologi (Sciences) Tj ETQq0 0 0 rgBT /Overloc | 0.3 | 7 |
| 65 | LivePhantom: Retrieving Virtual World Light Data to Real Environments. PLoS ONE, 2016, 11, e0166424. | 1.1 | 3 |
| 66 | MOTION DEFORMATION STYLE CONTROL TECHNIQUE FOR 3D HUMANOID CHARACTER BY USING MOCAP DATA. Jurnal Teknologi (Sciences and Engineering), 2016, 78, . | 0.3 | 0 |
| 67 | 3D character motion deformation technique for motion style alteration. , 2015, , . | | 1 |
| 68 | Key pose deformations in changing the 3D character motion style. , 2015, , . | | 0 |
| 69 | Enhanced exemplar based inpainting algorithm for hiding the augmented reality marker. , 2015, , . | | 0 |
| 70 | Background subtraction methods in video streams: A review. , 2015, , . | | 3 |
| 71 | wARna â€" Mobile-based augmented reality colouring book. , 2015, , . | | 5 |
| 72 | A survey on simulating real-time crowd simulation. , 2015, , . | | 6 |

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| 73 | Stylized line drawings for shape depiction. , 2015, , . | | 1 |
| 74 | FRAMEWORK OF CONTROLLING 3D VIRTUAL HUMAN EMOTIONAL WALKING USING BCI. Jurnal Teknologi (Sciences and Engineering), 2015, 75, . | 0.3 | 3 |
| 75 | A Comprehensive Study on Pathfinding Techniques for Robotics and Video Games. International Journal of Computer Games Technology, 2015, 2015, 1-11. | 1.6 | 60 |
| 76 | Quranic Verses Verification using Speech Recognition Techniques. Jurnal Teknologi (Sciences and) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 50 | 0.3 | 10 |
| 77 | Vision-Based Technique and Issues for Multimodal Interaction in Augmented Reality. , 2015, , . | | 11 |
| 78 | Marker Hiding Methods: Applications in Augmented Reality. Applied Artificial Intelligence, 2015, 29, 101-118. | 2.0 | 2 |
| 79 | Content Based Image Retrieval Using Colour Strings Comparison. Procedia Computer Science, 2015, 50, 374-379. | 1.2 | 33 |
| 80 | Virtual Surgery, Applications and Limitations. Lecture Notes in Bioengineering, 2015, , 169-195. | 0.3 | 3 |
| 81 | Shadow Generation in Mixed Reality: A Comprehensive Survey. IETE Technical Review (Institution of) Tj ETQq1 1 0.784314 rgBT /Over | 2.1 | 6 |
| 82 | A Review on Fluid Simulation Method for Blood Flow Representation. Lecture Notes in Bioengineering, 2015, , 129-141. | 0.3 | 4 |
| 83 | Anti-aliasing in image based shadow generation techniques: a comprehensive survey. Multimedia Tools and Applications, 2015, 74, 7461-7487. | 2.6 | 5 |
| 84 | Multimodal Fusion: Gesture and Speech Input in Augmented Reality Environment. Advances in Intelligent Systems and Computing, 2015, , 245-254. | 0.5 | 12 |
| 85 | Automatic Estimation of Illumination Features for Indoor Photorealistic Rendering in Augmented Reality. Communications in Computer and Information Science, 2015, , 541-554. | 0.4 | 1 |
| 86 | KIHECTÂ©: Reliability of Hand-Eye Coordination among Rugby Players Using Consumer Depth Camera. Advances in Intelligent Systems and Computing, 2015, , 201-210. | 0.5 | 1 |
| 87 | State of the Art in the 3D Cardiovascular Visualization. Lecture Notes in Bioengineering, 2015, , 143-168. | 0.3 | 1 |
| 88 | SOFT SHADOWS USING SP-LINE APPROXIMATION. Jurnal Teknologi (Sciences and Engineering), 2015, 75, . | 0.3 | 0 |
| 89 | INTERACTIVE NON-PHOTOREALISTIC RENDERING. Jurnal Teknologi (Sciences and Engineering), 2015, 75, . | 0.3 | 3 |
| 90 | AN S-PI VISION-BASED TRACKING SYSTEM FOR OBJECT MANIPULATION IN AUGMENTED REALITY. Jurnal Teknologi (Sciences and Engineering), 2015, 75, . | 0.3 | 1 |

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| 91 | TOWARDS A REALISTIC MARKER-BASED AUGMENTED REALITY SCENE: ISSUES AND PROSPECTIVE ASPECT. Jurnal Teknologi (Sciences and Engineering), 2015, 75, . | 0.3 | 0 |
| 92 | METHOD OF REGISTRATION FOR 3D FACE POINT CLOUD DATA. Jurnal Teknologi (Sciences and) Tj ETQq0 0 0 rgBT /Overlock 10 Tf 50 70 | 0.3 | 0 |
| 93 | 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 |
| 94 | 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 |
| 95 | Realistic Real-Time Outdoor Rendering in Augmented Reality. PLoS ONE, 2014, 9, e108334. | 1.1 | 21 |
| 96 | A Survey of Spray-and-Wait Routing Protocol in Pocket Switched Network. Advanced Science Letters, 2014, 20, 2162-2165. | 0.2 | 1 |
| 97 | Simulated real-time soft shadow in mixed reality using fuzzy logic. 3D Research, 2013, 4, 1. | 1.8 | 2 |
| 98 | Using the S-PI Algorithm for Interaction in Augmented Reality. , 2013, , . | | 0 |
| 99 | Survey of Shadow Volume Algorithms in Computer Graphics. IETE Technical Review (Institution of) Tj ETQq1 1 0.784314 rgBT /Overlo | 2.1 | 24 |
| 100 | Intuitiveness 3D objects Interaction in Augmented Reality Using S-PI Algorithm. TELKOMNIKA Indonesian Journal of Electrical Engineering, 2013, 11, . | 0.1 | 5 |
| 101 | An Overview on Base Real-Time Hard Shadow Techniques in Virtual Environments. TELKOMNIKA Indonesian Journal of Electrical Engineering, 2012, 10, . | 0.1 | 2 |
| 102 | An Overview on Base Real-Time Shadow Techniques in Virtual Environments. Telkomnika (Telecommunication Computing Electronics and Control), 2012, 10, 171. | 0.6 | 9 |
| 103 | Hierarchical Occlusion Queries on Driving Simulation. , 2011, , . | | 1 |
| 104 | New Silhouette Detection Algorithm to Create Real-Time Volume Shadow. , 2011, , . | | 2 |
| 105 | A Review of Dynamic Motion Control Considering Physics for Real Time Animation Character. , 2011, , . | | 3 |
| 106 | A Study on Natural Interaction for Human Body Motion Using Depth Image Data. , 2011, , . | | 13 |
| 107 | Real-Time Volume Shadow using Visible-Non Visible Algorithm. Journal of Computer Science, 2011, 7, 980-985. | 0.5 | 3 |
| 108 | Improved Incremental Orthogonal Centroid Algorithm for Visualising Pipeline Sensor Datasets. Lecture Notes in Computer Science, 2011, , 24-35. | 1.0 | 0 |

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| 109 | Real-Time Volume Shadow Using Stencil Buffer. Communications in Computer and Information Science, 2011, , 680-687. | 0.4 | 0 |
| 110 | An Approach to Minimising Estimated Pincushion Camera Distortions. Telkomnika (Telecommunication) Tj ETQq0 0.0 rgBT /Overlock 10 | 0.6 | 1 |
| 111 | Interaction between Sunlight and the Sky Colour with 3D Objects in the Outdoor Virtual Environment. , 2010, , . | | 2 |
| 112 | E-Facetic. , 2010, , . | | 3 |
| 113 | Computer Generated Caricature: A Survey. , 2010, , . | | 20 |
| 114 | Haptic Vibration for Emotional Expression of Avatar to Enhance the Realism of Virtual Reality. , 2009, , . | | 8 |
| 115 | A Review of Shadow Techniques in Augmented Reality. , 2009, , . | | 5 |
| 116 | Multi-user Interaction in Collaborative Augmented Reality for Urban Simulation. , 2009, , . | | 2 |
| 117 | A Review on Augmented Reality for Virtual Heritage System. Lecture Notes in Computer Science, 2009, , 50-61. | 1.0 | 109 |
| 118 | Collaborative Augmented Reality Approach for Multi-user Interaction in Urban Simulation. , 2009, , . | | 4 |
| 119 | Collaborative Augmented Reality: Multi-user Interaction in Urban Simulation. Lecture Notes in Computer Science, 2009, , 382-391. | 1.0 | 3 |
| 120 | Survey on Collaborative AR for Multi-user in Urban Studies and Planning. Lecture Notes in Computer Science, 2009, , 444-455. | 1.0 | 4 |
| 121 | An Algorithm for Treating Uncertainties in the Visualization of Pipeline Sensorsâ€™ Datasets. Lecture Notes in Computer Science, 2009, , 561-572. | 1.0 | 1 |
| 122 | Exploring the Potential of Using Augmented Reality Approach in Cultural Heritage System. , 2009, , 711-718. | | 2 |
| 123 | The feasibility of human haptic emotion as a feature to enhance interactivity and immersiveness on virtual reality game. , 2008, , . | | 20 |
| 124 | Survey on Real-Time Crowds Simulation. Lecture Notes in Computer Science, 2008, , 573-580. | 1.0 | 13 |
| 125 | Accelerating virtual walkthrough with visual culling techniques. , 2006, , . | | 2 |
| 126 | Range Detection Approach in Interactive Virtual Heritage Walkthrough. , 2006, , . | | 2 |

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| 127 | Framework for real time cloud rendering. , 0, , . | | 1 |
| 128 | Face-Touch: An Emotional Facial Expression Technique of Avatar Based on Tactile Vibration in Virtual Reality Game. , 0, , . | | 0 |