Cristina Rebollo

List of Publications by Year
in descending order

16 papers	124 citations	1478505 6 h-index	1281871 11 g-index
18 all docs	18 docs citations	18 times ranked	71 citing authors

#	ARTICLE	IF	CITATIONS
1	Multimedia augmented reality game for learning math. Multimedia Tools and Applications, 2022, 81, 14851-14868.	3.9	28
2	View-dependent pruning for real-time rendering of trees. Computers and Graphics, 2011, 35, 364-374.	2.5	27
3	Real-Time Tree Rendering. Lecture Notes in Computer Science, 2004, , 173-180.	1.3	11
4	Learning History Using Virtual and Augmented Reality. Computers, 2021, 10, 146.	3.3	11
5	Developing a virtual trade fair using an agent-oriented approach. Multimedia Tools and Applications, 2015, 74, 4561-4582.	3.9	8
6	A game engine designed to simplify 2D video game development. Multimedia Tools and Applications, 2020, 79, 12307-12328.	3.9	8
7	Three-dimensional trees for virtual globes. International Journal of Digital Earth, 2014, 7, 789-810.	3.9	5
8	A Clustering Framework for Real-time Rendering of Tree Foliage. Journal of Computers, 2007, 2, .	0.4	5
9	Procedural modelling of terrains with constraints. Multimedia Tools and Applications, 2020, 79, 31125-31146.	3.9	4
10	A Comparison of Multiresolution Modelling in Real-Time Terrain Visualisation. Lecture Notes in Computer Science, 2004, , 703-712.	1.3	3
11	Virtual Trade Fair: A Multiuser 3D Virtual World for Business. , 2010, , .		3
12	Procedural modeling of plant ecosystems maximizing vegetation cover. Multimedia Tools and Applications, 2022, 81, 16195-16217.	3.9	2
13	Learning First Aid with a Video Game. Applied Sciences (Switzerland), 2021, 11, 11633.	2.5	2
14	Viewpoint-Driven Simplification of Plant and Tree Foliage. Entropy, 2018, 20, 213.	2.2	1
15	Design of a Multiuser Virtual Trade Fair Using a Game Engine. Lecture Notes in Computer Science, 2011, , 118-139.	1.3	1
16	Image mapping system for simulating ceramic environments. Multimedia Tools and Applications, 2020, 79, 3261-3283.	3.9	0