Wojciech Jarosz

List of Publications by Year
in descending order

48 papers	2,802 citations	257450 24 h-index	206112 48 g-index
48 all docs	48 docs citations	48 times ranked	2052 citing authors

#	Article	IF	Citations
1	A programmable system for artistic volumetric lighting. ACM Transactions on Graphics, 2011, 30, 1-8.	7.2	1,337
2	Recent Advances in Adaptive Sampling and Reconstruction for Monte Carlo Rendering. Computer Graphics Forum, 2015, 34, 667-681.	3.0	98
3	Hair photobooth. ACM Transactions on Graphics, 2008, 27, 1-9.	7.2	95
4	A framework for transient rendering. ACM Transactions on Graphics, 2014, 33, 1-10.	7.2	71
5	A comprehensive theory of volumetric radiance estimation using photon points and beams. ACM Transactions on Graphics, 2011, 30, 1-19.	7.2	67
6	Monte Carlo Methods for Volumetric Light Transport Simulation. Computer Graphics Forum, 2018, 37, 551-576.	3.0	65
7	The Beam Radiance Estimate for Volumetric Photon Mapping. Computer Graphics Forum, 2008, 27, 557-566.	3.0	61
8	Unifying points, beams, and paths in volumetric light transport simulation. ACM Transactions on Graphics, 2014, 33, 1-13.	7.2	61
9	Goalâ€based Caustics. Computer Graphics Forum, 2011, 30, 503-511.	3.0	57
10	Residual ratio tracking for estimating attenuation in participating media. ACM Transactions on Graphics, 2014, 33, 1-11.	7.2	55
11	Virtual ray lights for rendering scenes with participating media. ACM Transactions on Graphics, 2012, 31, 1-11.	7.2	52
12	Photon Beam Diffusion: A Hybrid Monte Carlo Method for Subsurface Scattering. Computer Graphics Forum, 2013, 32, 27-37.	3.0	48
13	Nonlinearly Weighted First-order Regression for Denoising Monte Carlo Renderings. Computer Graphics Forum, 2016, 35, 107-117.	3.0	46
14	Spatiotemporal reservoir resampling for real-time ray tracing with dynamic direct lighting. ACM Transactions on Graphics, 2020, 39, .	7.2	46
15	Progressive photon beams. ACM Transactions on Graphics, 2011, 30, 1-12.	7.2	41
16	Multi-scale modeling and rendering of granular materials. ACM Transactions on Graphics, 2015, 34, 1-13.	7.2	40
17	Joint importance sampling of low-order volumetric scattering. ACM Transactions on Graphics, 2013, 32, 1-14.	7.2	38
18	Recent Advances in Facial Appearance Capture. Computer Graphics Forum, 2015, 34, 709-733.	3.0	37

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19	Importance Sampling Spherical Harmonics. Computer Graphics Forum, 2009, 28, 577-586.	3.0	35
20	The magic lens. ACM Transactions on Graphics, 2012, 31, 1-10.	7.2	34
21	Efficient rendering of heterogeneous polydisperse granular media. ACM Transactions on Graphics, 2016, 35, 1-14.	7.2	33
22	Progressive Virtual Beam Lights. Computer Graphics Forum, 2012, 31, 1407-1413.	3.0	31
23	State of the Art in Artistic Editing of Appearance, Lighting and Material. Computer Graphics Forum, 2016, 35, 216-233.	3.0	29
24	Beyond points and beams. ACM Transactions on Graphics, 2017, 36, 1-12.	7.2	28
25	A radiative transfer framework for non-exponential media. ACM Transactions on Graphics, 2018, 37, 1-17.	7.2	24
26	A progressive error estimation framework for photon density estimation. ACM Transactions on Graphics, 2010, 29, 1-12.	7.2	23
27	Progressive Expectationâ€Maximization for Hierarchical Volumetric Photon Mapping. Computer Graphics Forum, 2011, 30, 1287-1297.	3.0	23
28	Manufacturing Layered Attenuators for Multiple Prescribed Shadow Images. Computer Graphics Forum, 2012, 31, 603-610.	3.0	23
29	Reversible Jump Metropolis Light Transport Using Inverse Mappings. ACM Transactions on Graphics, 2018, 37, 1-12.	7.2	23
30	A null-scattering path integral formulation of light transport. ACM Transactions on Graphics, 2019, 38, 1-13.	7.2	18
31	Irradiance Gradients in the Presence of Participating Media and Occlusions. Computer Graphics Forum, 2008, 27, 1087-1096.	3.0	15
32	Error analysis of estimators that use combinations of stochastic sampling strategies for direct illumination. Computer Graphics Forum, 2014, 33, 93-102.	3.0	15
33	Integrating Clipped Spherical Harmonics Expansions. ACM Transactions on Graphics, 2018, 37, 1-12.	7.2	15
34	A Vectorial Framework for Ray Traced Diffusion Curves. Computer Graphics Forum, 2015, 34, 253-264.	3.0	14
35	Analysis of Sample Correlations for Monte Carlo Rendering. Computer Graphics Forum, 2019, 38, 473-491.	3.0	14
36	Visibility Silhouettes for Semiâ€Analytic Spherical Integration. Computer Graphics Forum, 2014, 33, 105-117.	3.0	12

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37	Photon surfaces for robust, unbiased volumetric density estimation. ACM Transactions on Graphics, 2019, 38, 1-12.	7.2	12
38	Convergence analysis for anisotropic monte carlo sampling spectra. ACM Transactions on Graphics, 2017, 36, 1-14.	7.2	11
39	Integral formulations of volumetric transmittance. ACM Transactions on Graphics, 2019, 38, 1-17.	7.2	11
40	Selectively metropolised Monte Carlo light transport simulation. ACM Transactions on Graphics, 2019, 38, 1-10.	7.2	11
41	Progressive Transient Photon Beams. Computer Graphics Forum, 2019, 38, 19-30.	3.0	9
42	Fourier Analysis of Correlated Monte Carlo Importance Sampling. Computer Graphics Forum, 2020, 39, 7-19.	3.0	6
43	Dispersion-based Color Projection using Masked Prisms. Computer Graphics Forum, 2015, 34, 329-338.	3.0	4
44	Reduced Aggregate Scattering Operators for Path Tracing. Computer Graphics Forum, 2016, 35, 461-473.	3.0	4
45	Orthogonal Array Sampling for Monte Carlo Rendering. Computer Graphics Forum, 2019, 38, 135-147.	3.0	4
46	Variance and Convergence Analysis of Monte Carlo Line and Segment Sampling. Computer Graphics Forum, 2017, 36, 79-89.	3.0	3
47	Scalable Virtual Ray Lights Rendering for Participating Media. Computer Graphics Forum, 2019, 38, 57-65.	3.0	2
48	Combining Point and Line Samples for Direct Illumination. Computer Graphics Forum, 2019, 38, 159-169.	3.0	1