

Wojciech Jarosz

List of Publications by Year in descending order

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Version: 2024-02-01

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	Fourier Analysis of Correlated Monte Carlo Importance Sampling. Computer Graphics Forum, 2020, 39, 7-19.	3.0	6
2	Spatiotemporal reservoir resampling for real-time ray tracing with dynamic direct lighting. ACM Transactions on Graphics, 2020, 39, .	7.2	46
3	Orthogonal Array Sampling for Monte Carlo Rendering. Computer Graphics Forum, 2019, 38, 135-147.	3.0	4
4	Combining Point and Line Samples for Direct Illumination. Computer Graphics Forum, 2019, 38, 159-169.	3.0	1
5	Scalable Virtual Ray Lights Rendering for Participating Media. Computer Graphics Forum, 2019, 38, 57-65.	3.0	2
6	Photon surfaces for robust, unbiased volumetric density estimation. ACM Transactions on Graphics, 2019, 38, 1-12.	7.2	12
7	A null-scattering path integral formulation of light transport. ACM Transactions on Graphics, 2019, 38, 1-13.	7.2	18
8	Analysis of Sample Correlations for Monte Carlo Rendering. Computer Graphics Forum, 2019, 38, 473-491.	3.0	14
9	Progressive Transient Photon Beams. Computer Graphics Forum, 2019, 38, 19-30.	3.0	9
10	Integral formulations of volumetric transmittance. ACM Transactions on Graphics, 2019, 38, 1-17.	7.2	11
11	Selectively metropolised Monte Carlo light transport simulation. ACM Transactions on Graphics, 2019, 38, 1-10.	7.2	11
12	Integrating Clipped Spherical Harmonics Expansions. ACM Transactions on Graphics, 2018, 37, 1-12.	7.2	15
13	Reversible Jump Metropolis Light Transport Using Inverse Mappings. ACM Transactions on Graphics, 2018, 37, 1-12.	7.2	23
14	Monte Carlo Methods for Volumetric Light Transport Simulation. Computer Graphics Forum, 2018, 37, 551-576.	3.0	65
15	A radiative transfer framework for non-exponential media. ACM Transactions on Graphics, 2018, 37, 1-17.	7.2	24
16	Convergence analysis for anisotropic monte carlo sampling spectra. ACM Transactions on Graphics, 2017, 36, 1-14.	7.2	11
17	Beyond points and beams. ACM Transactions on Graphics, 2017, 36, 1-12.	7.2	28
18	Variance and Convergence Analysis of Monte Carlo Line and Segment Sampling. Computer Graphics Forum, 2017, 36, 79-89.	3.0	3

#	ARTICLE	IF	CITATIONS
19	Reduced Aggregate Scattering Operators for Path Tracing. Computer Graphics Forum, 2016, 35, 461-473.	3.0	4
20	Efficient rendering of heterogeneous polydisperse granular media. ACM Transactions on Graphics, 2016, 35, 1-14.	7.2	33
21	Nonlinearly Weighted First-order Regression for Denoising Monte Carlo Renderings. Computer Graphics Forum, 2016, 35, 107-117.	3.0	46
22	State of the Art in Artistic Editing of Appearance, Lighting and Material. Computer Graphics Forum, 2016, 35, 216-233.	3.0	29
23	Recent Advances in Adaptive Sampling and Reconstruction for Monte Carlo Rendering. Computer Graphics Forum, 2015, 34, 667-681.	3.0	98
24	Dispersion-based Color Projection using Masked Prisms. Computer Graphics Forum, 2015, 34, 329-338.	3.0	4
25	Recent Advances in Facial Appearance Capture. Computer Graphics Forum, 2015, 34, 709-733.	3.0	37
26	Multi-scale modeling and rendering of granular materials. ACM Transactions on Graphics, 2015, 34, 1-13.	7.2	40
27	A Vectorial Framework for Ray Traced Diffusion Curves. Computer Graphics Forum, 2015, 34, 253-264.	3.0	14
28	Error analysis of estimators that use combinations of stochastic sampling strategies for direct illumination. Computer Graphics Forum, 2014, 33, 93-102.	3.0	15
29	Residual ratio tracking for estimating attenuation in participating media. ACM Transactions on Graphics, 2014, 33, 1-11.	7.2	55
30	A framework for transient rendering. ACM Transactions on Graphics, 2014, 33, 1-10.	7.2	71
31	Unifying points, beams, and paths in volumetric light transport simulation. ACM Transactions on Graphics, 2014, 33, 1-13.	7.2	61
32	Visibility Silhouettes for Semi-Analytic Spherical Integration. Computer Graphics Forum, 2014, 33, 105-117.	3.0	12
33	Joint importance sampling of low-order volumetric scattering. ACM Transactions on Graphics, 2013, 32, 1-14.	7.2	38
34	Photon Beam Diffusion: A Hybrid Monte Carlo Method for Subsurface Scattering. Computer Graphics Forum, 2013, 32, 27-37.	3.0	48
35	The magic lens. ACM Transactions on Graphics, 2012, 31, 1-10.	7.2	34
36	Virtual ray lights for rendering scenes with participating media. ACM Transactions on Graphics, 2012, 31, 1-11.	7.2	52

#	ARTICLE	IF	CITATIONS
37	Manufacturing Layered Attenuators for Multiple Prescribed Shadow Images. Computer Graphics Forum, 2012, 31, 603-610.	3.0	23
38	Progressive Virtual Beam Lights. Computer Graphics Forum, 2012, 31, 1407-1413.	3.0	31
39	Progressive photon beams. ACM Transactions on Graphics, 2011, 30, 1-12.	7.2	41
40	Goal-based Caustics. Computer Graphics Forum, 2011, 30, 503-511.	3.0	57
41	Progressive Expectation Maximization for Hierarchical Volumetric Photon Mapping. Computer Graphics Forum, 2011, 30, 1287-1297.	3.0	23
42	A comprehensive theory of volumetric radiance estimation using photon points and beams. ACM Transactions on Graphics, 2011, 30, 1-19.	7.2	67
43	A programmable system for artistic volumetric lighting. ACM Transactions on Graphics, 2011, 30, 1-8.	7.2	1,337
44	A progressive error estimation framework for photon density estimation. ACM Transactions on Graphics, 2010, 29, 1-12.	7.2	23
45	Importance Sampling Spherical Harmonics. Computer Graphics Forum, 2009, 28, 577-586.	3.0	35
46	Irradiance Gradients in the Presence of Participating Media and Occlusions. Computer Graphics Forum, 2008, 27, 1087-1096.	3.0	15
47	The Beam Radiance Estimate for Volumetric Photon Mapping. Computer Graphics Forum, 2008, 27, 557-566.	3.0	61
48	Hair photobooth. ACM Transactions on Graphics, 2008, 27, 1-9.	7.2	95