Yoshinori Dobashi

List of Publications by Year
in descending order

28 papers	200 citations	1040056 9 h-index	1058476 14 g-index
28 all docs	28 docs citations	28 times ranked	167 citing authors

#	Article	IF	Citations
1	Synthesizing Sound from Turbulent Field using Sound Textures for Interactive Fluid Simulation. Computer Graphics Forum, 2004, 23, 539-545.	3.0	30
2	Poisson-Based Continuous Surface Generation for Goal-Based Caustics. ACM Transactions on Graphics, 2014, 33, 1-7.	7.2	29
3	Pixel Art with Refracted Light by Rearrangeable Sticks. Computer Graphics Forum, 2012, 31, 575-582.	3.0	24
4	Interactive bi-scale editing of highly glossy materials. ACM Transactions on Graphics, 2012, 31, 1-7.	7.2	18
5	Real‐time Rendering of Dynamic Scenes under All‐frequency Lighting using Integral Spherical Gaussian. Computer Graphics Forum, 2012, 31, 727-734.	3.0	15
6	Adaptive cloud simulation using position based fluids. Computer Animation and Virtual Worlds, 2015, 26, 367-375.	1.2	13
7	Animating pictures of water scenes using video retrieval. Visual Computer, 2018, 34, 347-358.	3.5	13
8	Volume preserving viscoelastic fluids with large deformations using position-based velocity corrections. Visual Computer, 2016, 32, 57-66.	3.5	11
9	Digitization of natural objects with micro CT and photographs. PLoS ONE, 2018, 13, e0195852.	2.5	11
10	Image-based translucency transfer through correlation analysis over multi-scale spatial color distribution. Visual Computer, 2019, 35, 811-822.	3.5	9
11	GPU-based rendering of point-sampled water surfaces. Visual Computer, 2008, 24, 77-84.	3.5	7
12	Inverse appearance modeling of interwoven cloth. Visual Computer, 2019, 35, 175-190.	3.5	4
13	Visual simulation of mixed-motion avalanches with interactions between snow layers. Visual Computer, 2010, 26, 883-891.	3.5	3
14	A fast rendering method for clouds illuminated by lightning taking into account multiple scattering. Visual Computer, 2007, 23, 697-705.	3.5	2
15	Interactive Rendering of Interior Scenes with Dynamic Environment Illumination. Computer Graphics Forum, 2009, 28, 1935-1944.	3.0	2
16	An interactive rendering system using hierarchical data structure for earth-scale clouds. Science China Information Sciences, 2010, 53, 920-931.	4.3	2
17	Temporal and spatial anti-aliasing for rendering reflections on water waves. Computational Visual Media, 2021, 7, 201-215.	17.5	2
18	Some Evaluations on a Digital Watermarking Technique for Music Data Using Distortion Effect. IEICE Transactions on Information and Systems, 2019, E102.D, 1119-1125.	0.7	2

#	Article	IF	Citations
19	A Digital Modeling Technique for Distortion Effect Based on a Machine Learning Approach. , 2018, , .		1
20	Automatic Image Enhancement Taking into Account User Preference. , 2019, , .		1
21	Twoâ€stage Resampling for Bidirectional Path Tracing with Multiple Light Subâ€paths. Computer Graphics Forum, 2020, 39, 219-230.	3.0	1
22	Image-Based Rendering Using Unstructured Image Set. , 2009, , .		0
23	Interactive Lighting and Material Design System for Cyber Worlds. , 2010, , .		0
24	An Interactive System for Modeling Fish Shapes. , 2019, , .		0
25	Estimating camera parameters from starry night photographs. Computational Visual Media, 2020, 6, 445-454.	17.5	0
26	Improving the Recognition Accuracy of a Sound Communication System Designed with a Neural Network. IEICE Transactions on Fundamentals of Electronics, Communications and Computer Sciences, 2021, E104.A, .	0.3	0
27	Distortion based Watermark Extraction Technique Using 1D CNN. , 2021, , .		0
28	Convolution Formulation of Cost Function in Cohen-Or Color Harmonization. SN Computer Science, 2022, 3, 1.	3.6	0