

Tomohiro Fukuda

List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

54
papers

480
citations

10
h-index

20
g-index

61
ext. papers

677
ext. citations

3.6
avg, IF

4.5
L-index

#	Paper	IF	Citations
54	Integrating building information modeling and virtual reality development engines for building indoor lighting design. <i>Visualization in Engineering</i> , 2017 , 5,	3	60
53	Signage visibility analysis and optimization system using BIM-enabled virtual reality (VR) environments. <i>Advanced Engineering Informatics</i> , 2017 , 32, 248-262	7.4	53
52	Integrating 4D thermal information with BIM for building envelope thermal performance analysis and thermal comfort evaluation in naturally ventilated environments. <i>Building and Environment</i> , 2017 , 124, 194-208	6.5	47
51	Optimizing the evaluation of building envelope design for thermal performance using a BIM-based overall thermal transfer value calculation. <i>Building and Environment</i> , 2018 , 136, 128-145	6.5	42
50	An invisible height evaluation system for building height regulation to preserve good landscapes using augmented reality. <i>Automation in Construction</i> , 2011 , 20, 228-235	9.6	40
49	An indoor thermal environment design system for renovation using augmented reality. <i>Journal of Computational Design and Engineering</i> , 2019 , 6, 179-188	4.6	26
48	Factors in the development of urban underground space surrounding metro stations: A case study of Osaka, Japan. <i>Tunnelling and Underground Space Technology</i> , 2019 , 91, 103009	5.7	20
47	Development of a system for assessing the quality of urban street-level greenery using street view images and deep learning. <i>Urban Forestry and Urban Greening</i> , 2021 , 59, 126995	5.4	18
46	Improving the accuracy of BIM-based quantity takeoff for compound elements. <i>Automation in Construction</i> , 2019 , 106, 102891	9.6	17
45	Differences in spatial understanding between physical and virtual models. <i>Frontiers of Architectural Research</i> , 2014 , 3, 28-35	2.3	15
44	Automated modification of compound elements for accurate BIM-based quantity takeoff. <i>Automation in Construction</i> , 2020 , 113, 103142	9.6	10
43	Improvement of registration accuracy of a handheld augmented reality system for urban landscape simulation. <i>Frontiers of Architectural Research</i> , 2014 , 3, 386-397	2.3	10
42	A heatstroke prediction and prevention system for outdoor construction workers. <i>Visualization in Engineering</i> , 2013 , 1,	3	9
41	A synchronous distributed cloud-based virtual reality meeting system for architectural and urban design. <i>Frontiers of Architectural Research</i> , 2014 , 3, 348-357	2.3	8
40	Polygonization of point clouds of repetitive components in civil infrastructure based on geometric similarities. <i>Automation in Construction</i> , 2018 , 86, 99-117	9.6	8
39	Integrating Animated Computational Fluid Dynamics into Mixed Reality for Building-Renovation Design. <i>Technologies</i> , 2020 , 8, 4	2.4	7
38	Citizen Participatory Design Method Using VR and a Blog as a Media in the Process. <i>International Journal of Architectural Computing</i> , 2009 , 7, 217-233	0.8	7

37	Diminished reality system with real-time object detection using deep learning for onsite landscape simulation during redevelopment. <i>Environmental Modelling and Software</i> , 2020 , 131, 104759	5.2	7
36	Automatic Object Detection from Digital Images by Deep Learning with Transfer Learning. <i>Lecture Notes in Computer Science</i> , 2018 , 3-15	0.9	6
35	Collaboration Support System for City Plans or Community Designs Based on VR/CG Technology. <i>International Journal of Architectural Computing</i> , 2003 , 1, 461-469	0.8	5
34	The Accuracy Enhancement of Architectural Walls Quantity Takeoff for Schematic BIM Models 2018		5
33	CREATING PRODUCT MODELS FROM POINT CLOUD OF CIVIL STRUCTURES BASED ON GEOMETRIC SIMILARITY. <i>International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives</i> , XL-4/W5, 137-141	2.5	5
32	Collaborative Visualization of Environmental Simulation Result and Sensing Data Using Augmented Reality. <i>Lecture Notes in Computer Science</i> , 2012 , 227-230	0.9	5
31	Automatic Object Removal With Obstructed Façades Completion Using Semantic Segmentation and Generative Adversarial Inpainting. <i>IEEE Access</i> , 2021 , 9, 117486-117495	3.5	5
30	Development of a City-Scale Approach for Façade Color Measurement with Building Functional Classification Using Deep Learning and Street View Images. <i>ISPRS International Journal of Geo-Information</i> , 2021 , 10, 551	2.9	5
29	WAY-FINDING ASSISTANCE SYSTEM FOR UNDERGROUND FACILITIES USING AUGMENTED REALITY. <i>International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives</i> , XL-4/W5, 37-41	2.5	4
28	Development of an unwanted-feature removal system for Structure from Motion of repetitive infrastructure piers using deep learning. <i>Advanced Engineering Informatics</i> , 2020 , 46, 101169	7.4	4
27	Automated point cloud classification using an image-based instance segmentation for structure from motion. <i>Automation in Construction</i> , 2021 , 129, 103804	9.6	4
26	Exploring the association between street built environment and street vitality using deep learning methods. <i>Sustainable Cities and Society</i> , 2022 , 79, 103656	10.1	3
25	Development of High-Definition Virtual Reality for Historical Architectural and Urban Digital Reconstruction: A Case Study of Azuchi Castle and Old Castle Town in 1581. <i>Communications in Computer and Information Science</i> , 2015 , 75-89	0.3	2
24	A dynamic physical model based on a 3D digital model for architectural rapid prototyping. <i>Automation in Construction</i> , 2016 , 72, 9-17	9.6	2
23	Visualization of Indoor Thermal Conditions Using Augmented Reality for Improving Thermal Environment 2015 ,		2
22	DEVELOPMENT OF TOURISM MANAGEMENT SUPPORTING SYSTEM WHICH CAN COLLECT TOURISTS ASPECTS. <i>Journal of Environmental Engineering (Japan)</i> , 2011 , 76, 449-458	0.3	2
21	Development of a Semantic Segmentation System for Dynamic Occlusion Handling in Mixed Reality for Landscape Simulation		2
20	Sky view factor estimation from street view images based on semantic segmentation. <i>Urban Climate</i> , 2021 , 40, 100999	6.8	2

19	Availability of Mobile Augmented Reality System for Urban Landscape Simulation. <i>Lecture Notes in Computer Science</i> , 2012 , 231-238	0.9	2
18	Integration of a Structure from Motion into Virtual and Augmented Reality for Architectural and Urban Simulation. <i>Communications in Computer and Information Science</i> , 2017 , 60-77	0.3	2
17	Assessing future landscapes using enhanced mixed reality with semantic segmentation by deep learning. <i>Advanced Engineering Informatics</i> , 2021 , 48, 101281	7.4	2
16	DEVELOPMENT OF LIGHTING METHOD FOR STRENGTHENING SURVEILLANCE AND TERRITORY IN RESIDENTIAL AREAS. <i>Journal of Environmental Engineering (Japan)</i> , 2010 , 75, 321-329	0.3	1
15	DEVELOPMENT OF A DYNAMIC ENVIRONMENTAL KNOWLEDGE WEBSITE FOR A SUSTAINABLE ENVIRONMENTAL DESIGN. <i>AIJ Journal of Technology and Design</i> , 2008 , 14, 651-654	0.2	1
14	Simulation of an Historical Building Using a Tablet MR System 2007 , 45-58		1
13	Polygonization of Point Cloud of Tunnels Using Lofting Operation. <i>International Journal of Automation Technology</i> , 2018 , 12, 356-368	0.8	1
12	Virtual reality rendering methods for training deep learning, analysing landscapes, and preventing virtual reality sickness. <i>International Journal of Architectural Computing</i> , 2020 , 147807712095754	0.8	1
11	Development of BIM-based quantity takeoff for light-gauge steel wall framing systems. <i>Journal of Information Technology in Construction</i> , 2020 , 25, 522-544	2.5	0
10	An enhanced 3D model and generative adversarial network for automated generation of horizontal building mask images and cloudless aerial photographs. <i>Advanced Engineering Informatics</i> , 2021 , 50, 101380	7.4	0
9	RELATION BETWEEN TRANSITIONS IN THE NOH STAGE STYLE AFTER ZEAMI AND "JOHAKYU FIVE PARTS". <i>Nihon Kenchiku Gakkai Keikakukei Ronbunshu</i> , 2016 , 81, 2317-2326	0.2	0
8	PHOTOMETRIC REGISTRATION USING A COLOR CHART FOR LIGHTING SIMULATION IN AUGMENTED REALITY. <i>Journal of Environmental Engineering (Japan)</i> , 2013 , 78, 661-668	0.3	
7	DEVELOPMENT OF A CITY PRESENTATION SYSTEM BY VIEWPOINT LINKING OF A PHYSICAL SCALE MODEL AND VR. <i>Journal of Environmental Engineering (Japan)</i> , 2011 , 76, 953-961	0.3	
6	A BASIC STUDY ON AMBIENT CONTRAST OF A PC DISPLAY FOR OUTDOOR USE. <i>AIJ Journal of Technology and Design</i> , 2011 , 17, 389-392	0.2	
5	A SERVER-SIDE RENDERING METHOD FOR HANDLING LARGE-VOLUME 3D MODELS OF ENVIRONMENTAL DESIGN IN WEB-BASED AUGMENTED REALITY. <i>Journal of Environmental Engineering (Japan)</i> , 2022 , 87, 157-168	0.3	
4	DEVELOPMENT OF VISUALIZATION SYSTEM FOR SOUND ENVIRONMENT SIMULATION OF DISASTER RADIO USING MIXED REALITY. <i>Journal of Environmental Engineering (Japan)</i> , 2020 , 85, 757-765	0.3	
3	Automatic Detection of Positions and Shapes of Various Objects at Construction Sites from Digital Images Using Deep Learning 2019 , 55-77		
2	Cooperative Integration of Product Model and Sensor Data Model for Knowledge Discovery. <i>Lecture Notes in Computer Science</i> , 2012 , 49-52	0.9	

- 1 A Large-Scale Measurement and Quantitative Analysis Method of Façade Color in the Urban Street Using Deep Learning **2021**, 93-102