

Emilio Camahort

List of Publications by Year in descending order

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Version: 2024-02-01

23
papers

182
citations

1684188

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1372567

10
g-index

24
all docs

24
docs citations

24
times ranked

126
citing authors

#	ARTICLE	IF	CITATIONS
1	Uniformly Sampled Light Fields. Eurographics, 1998, , 117-130.	0.4	52
2	Multi-viewer gesture-based interaction for omni-directional video. , 2014, , .		38
3	Camera Calibration Using Two Concentric Circles. Lecture Notes in Computer Science, 2004, , 688-696.	1.3	16
4	Interactive three-dimensional rendering on mobile computer devices. , 2005, , .		16
5	Integrating volume data analysis and rendering on distributed memory architectures. , 1993, , .		12
6	Jittering Reduction in Marker-Based Augmented Reality Systems. Lecture Notes in Computer Science, 2006, , 510-517.	1.3	9
7	A hybrid mutiresolution representation for fast tree modeling and rendering. Procedia Computer Science, 2010, 1, 485-494.	2.0	5
8	Implementing Virtual Agents: a HABA-Based Approach. International Journal of Multimedia and Its Applications, 2010, 2, 1-15.	0.1	5
9	Tools for Procedural Generation of Plants in Virtual Scenes. Lecture Notes in Computer Science, 2009, , 801-810.	1.3	5
10	Virtainer: Graphical Simulation of Container Storage Yard with Dynamic Portal Rendering. , 0, , .		4
11	Multiresolution 3D Rendering on Mobile Devices. Lecture Notes in Computer Science, 2006, , 287-294.	1.3	4
12	Integrating synthetic objects into real scenes. Computers and Graphics, 2003, 27, 5-17.	2.5	3
13	Procedural Graphics Model and Behavior Generation. Lecture Notes in Computer Science, 2008, , 106-115.	1.3	3
14	Modeling and Rendering of DPP-Based Light Fields. , 0, , .		2
15	Autostereoscopic Rendering of Multiple Light Fields. Computer Graphics Forum, 2009, 28, 2057-2067.	3.0	2
16	New Augmented Reality Applications. , 0, , 365-386.		2
17	A secondary parametric model for CSG. Computers and Graphics, 1992, 16, 369-373.	2.5	1
18	Real Time Tree Sketching. Lecture Notes in Computer Science, 2004, , 197-204.	1.3	1

#	ARTICLE	IF	CITATIONS
19	Continuous LODs and Adaptive Frame-Rate Control for Spherical Light Fields. , 2007, , .		1
20	Real-time foveal light fields for spatial imaging devices. , 2007, , .		0
21	A line-space analysis of light-field representations. Graphical Models, 2009, 71, 169-183.	2.4	0
22	A Multiresolution Model for Non-photorealistic Rendering of Trees. Lecture Notes in Computer Science, 2006, , 310-317.	1.3	0
23	Assessing a Multimodal User Interface in a Target Acquisition Task. , 0, , .		0