Carles Bosch

List of Publications by Year
in descending order

13 papers	**148** citations	1478505 **6** h-index
14 all docs	**14** docs citations	**14** times ranked

1281871 **11** g-index
97 citing authors

#	Article	IF	Citations
1	A Physically-Based Model for Rendering Realistic Scratches. Computer Graphics Forum, 2004, 23, 361-370.	3.0	43
2	Fracture modeling in computer graphics. Computers and Graphics, 2014, 45, 86-100.	2.5	24
3	Example‐Based Fractured Appearance. Computer Graphics Forum, 2012, 31, 1547-1556.	3.0	23
4	Image-guided weathering. ACM Transactions on Graphics, 2011, 30, 1-13.	7.2	20
5	Urban Weathering: Interactive Rendering of Polluted Cities. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 3239-3252.	4.4	11
6	ARSI: An Aerial Robot for Sewer Inspection. Springer Tracts in Advanced Robotics, 2020, , 249-274.	0.4	8
7	A Resolution Independent Approach for the Accurate Rendering of Grooved Surfaces. Computer Graphics Forum, 2008, 27, 1937-1944.	3.0	6
8	Seamless 3D Interaction of Virtual and Real Objects in Professional Virtual Studios. Smpte Motion Imaging Journal, 2017, 126, 43-56.	0.2	4
9	Real-time path-based surface detail. Computers and Graphics, 2010, 34, 430-440.	2.5	3
10	Statistical analysis of bidirectional reflectance distribution functions. , 2015, , .		2
11	Real‐Time Solar Exposure Simulation in Complex Cities. Computer Graphics Forum, 2017, 36, 554-566.	3.0	2
12	Controllable Image‐Based Transfer of Flow Phenomena. Computer Graphics Forum, 2019, 38, 274-285.	3.0	2
13	On Improving Urban Environment Representations. Frontiers in Robotics and AI, 2014, 1, .	3.2	0