

# Carles Bosch

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4772095/publications.pdf>

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13  
papers

148  
citations

1478505

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1281871

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14  
all docs

14  
docs citations

14  
times ranked

97  
citing authors

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