# Jan Ondrej

List of Publications by Year
in descending order

| | | | |
|---|---|---|---|
| **29** papers | **742** citations | 1307594 **7** h-index | 1058476 **14** g-index |
| **29** all docs | **29** docs citations | **29** times ranked | **624** citing authors |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 1 | A synthetic-vision based steering approach for crowd simulation. ACM Transactions on Graphics, 2010, 29, 1-9. | 7.2 | 204 |
| 2 | A Feasibility Study with Image-Based Rendered Virtual Reality in Patients with Mild Cognitive Impairment and Dementia. PLoS ONE, 2016, 11, e0151487. | 2.5 | 148 |
| 3 | Experiment-based modeling, simulation and validation of interactions between virtual walkers. , 2009, , . | | 135 |
| 4 | A synthetic-vision based steering approach for crowd simulation. , 2010, , . | | 31 |
| 5 | Familiar environments enhance object and spatial memory in both younger and older adults. Experimental Brain Research, 2016, 234, 1555-1574. | 1.5 | 30 |
| 6 | Trending Paths: A New Semantic-Level Metric for Comparing Simulated and Real Crowd Data. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1454-1464. | 4.4 | 25 |
| 7 | Imperceptible relaxation of collision avoidance constraints in virtual crowds. ACM Transactions on Graphics, 2011, 30, 1-10. | 7.2 | 22 |
| 8 | Path patterns. , 2016, , . | | 20 |
| 9 | HI Robot: Human intention-aware robot planning for safe and efficient navigation in crowds. , 2016, , . | | 16 |
| 10 | Crowded environments reduce spatial memory in older but not younger adults. Psychological Research, 2018, 82, 407-428. | 1.7 | 16 |
| 11 | DAVIS. , 2015, , . | | 13 |
| 12 | Egocentric Gesture Recognition for Head-Mounted AR Devices. , 2018, , . | | 11 |
| 13 | Online inserting virtual characters into dynamic videoâ€‰scenes. Computer Animation and Virtual Worlds, 2011, 22, 499-510. | 1.2 | 10 |
| 14 | Virtual Play in Free-Viewpoint Video: Reinterpreting Samuel Beckett for Virtual Reality. , 2017, , . | | 10 |
| 15 | Interaction between real and virtual humans during walking. , 2010, , . | | 8 |
| 16 | 2D shading for cel animation. , 2018, , . | | 7 |
| 17 | Beckett in VR. , 2018, , . | | 6 |
| 18 | â€œCityQuest,â€•A Custom-Designed Serious Game, Enhances Spatial Memory Performance in Older Adults. Frontiers in Aging Neuroscience, 2022, 14, 806418. | 3.4 | 5 |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 19 | 2DToonShade: A stroke based toon shading system. Computers and Graphics: X, 2019, 1, 100003. | 0.6 | 4 |
| 20 | Samuel Beckett in Virtual Reality: Exploring Narrative Using Free Viewpoint Video. Leonardo, 2021, 54, 166-171. | 0.3 | 4 |
| 21 | FrankenFolk. ACM Transactions on Applied Perception, 2016, 13, 1-13. | 1.9 | 3 |
| 22 | Multisensory aversive stimuli differentially modulate negative feelings in near and far space. Psychological Research, 2017, 81, 764-776. | 1.7 | 3 |
| 23 | Imperceptible relaxation of collision avoidance constraints in virtual crowds. , 2011, , . | | 3 |
| 24 | Shape up! Perception based body shape variation for data-driven crowds. , 2017, , . | | 2 |
| 25 | Jonathan Swift: Augmented Reality Application for Trinity Library's Long Room. Lecture Notes in Computer Science, 2018, , 348-351. | 1.3 | 2 |
| 26 | Using LSTM for Automatic Classification of Human Motion Capture Data. , 2019, , . | | 2 |
| 27 | Auditory-visual virtual environment for the treatment of fear of crowds. , 2015, , . | | 1 |
| 28 | Judging crowds' size by ear and by eye in virtual reality. Journal on Multimodal User Interfaces, 2017, 11, 57-65. | 2.9 | 1 |
| 29 | Semantic Crowd Re-targeting: Implementation for Real-time Applications and User Evaluations. , 2021, , . | | 0 |