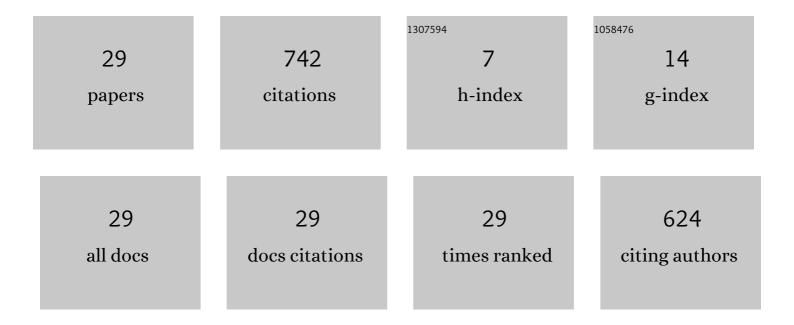
Jan Ondrej

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/4985483/publications.pdf

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IAN ONDREI

#	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 video 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	"CityQuest,―A Custom-Designed Serious Game, Enhances Spatial Memory Performance in Older Adults. Frontiers in Aging Neuroscience, 2022, 14, 806418.	3.4	5

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#	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