

Nicolas Holzschuch

List of Publications by Year in descending order

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42
papers

1,156
citations

623734

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414414

32
g-index

42
all docs

42
docs citations

42
times ranked

553
citing authors

#	ARTICLE	IF	CITATIONS
1	A frequency analysis of light transport. ACM Transactions on Graphics, 2005, 24, 1115-1126.	7.2	174
2	A Survey of Real-time Soft Shadows Algorithms. Computer Graphics Forum, 2003, 22, 753-774.	3.0	147
3	Accurate detection of symmetries in 3D shapes. ACM Transactions on Graphics, 2006, 25, 439-464.	7.2	111
4	Frequency analysis and sheared reconstruction for rendering motion blur. ACM Transactions on Graphics, 2009, 28, 1-13.	7.2	107
5	Fourier depth of field. ACM Transactions on Graphics, 2009, 28, 1-12.	7.2	80
6	Accurate fitting of measured reflectances using a Shifted Gamma micro-facet distribution. Computer Graphics Forum, 2012, 31, 1509-1518.	3.0	58
7	5D Covariance tracing for efficient defocus and motion blur. ACM Transactions on Graphics, 2013, 32, 1-18.	7.2	49
8	Single scattering in refractive media with triangle mesh boundaries. ACM Transactions on Graphics, 2009, 28, 1-8.	7.2	45
9	Soft Shadow Maps: Efficient Sampling of Light Source Visibility. Computer Graphics Forum, 2006, 25, 725-741.	3.0	43
10	Scalable real-time animation of rivers. Computer Graphics Forum, 2009, 28, 239-248.	3.0	40
11	A frequency analysis of light transport. , 2005, , .		33
12	Real-time Realistic Ocean Lighting using Seamless Transitions from Geometry to BRDF. Computer Graphics Forum, 2010, 29, 487-496.	3.0	33
13	Fast Precomputed Ambient Occlusion for Proximity Shadows. Journal of Graphics Tools, 2007, 12, 59-71.	0.5	26
14	Real-time Rendering of Heterogeneous Translucent Objects with Arbitrary Shapes. Computer Graphics Forum, 2010, 29, 497-506.	3.0	23
15	Fast non-linear projections using graphics hardware. , 2008, , .		20
16	Real-time rough refraction. , 2011, , .		17
17	Lagrangian Texture Advection: Preserving both Spectrum and Velocity Field. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1612-1623.	4.4	14
18	Frequency analysis and sheared reconstruction for rendering motion blur. , 2009, , .		12

#	ARTICLE	IF	CITATIONS
19	Accurate Computation of Single Scattering in Participating Media with Refractive Boundaries. Computer Graphics Forum, 2015, 34, 48-59.	3.0	12
20	An Exhaustive Error-Bounding Algorithm for Hierarchical Radiosity. Computer Graphics Forum, 1998, 17, 197-218.	3.0	10
21	Interactive rendering of acquired materials on dynamic geometry using bandwidth prediction. , 2012, , .		9
22	Accurate Specular Reflections in Real-Time. Computer Graphics Forum, 2006, 25, 293-302.	3.0	8
23	Fast Global Illumination with Discrete Stochastic Microfacets Using a Filterable Model. Computer Graphics Forum, 2018, 37, 55-64.	3.0	8
24	A detail preserving neural network model for Monte Carlo denoising. Computational Visual Media, 2020, 6, 157-168.	17.5	8
25	Using Graphics Hardware to Speed Up Visibility Queries. Journal of Graphics Tools, 2000, 5, 33-47.	0.5	6
26	A Novel Approach Makes Higher Order Wavelets Really Efficient for Radiosity. Computer Graphics Forum, 2000, 19, 99-108.	3.0	6
27	Single scattering in refractive media with triangle mesh boundaries. , 2009, , .		6
28	Screen-space Percentage-Closer Soft Shadows. , 2010, , .		6
29	Real-Time Glints Rendering With Pre-Filtered Discrete Stochastic Microfacets. Computer Graphics Forum, 2020, 39, 144-154.	3.0	6
30	Constant-Cost Spatio-Angular Prefiltering of Glinty Appearance Using Tensor Decomposition. ACM Transactions on Graphics, 2022, 41, 1-17.	7.2	6
31	Point-Based Rendering for Homogeneous Participating Media with Refractive Boundaries. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2743-2757.	4.4	5
32	A practical path guiding method for participating media. Computational Visual Media, 2020, 6, 37-51.	17.5	5
33	Slope-space integrals for specular next event estimation. ACM Transactions on Graphics, 2020, 39, 1-13.	7.2	5
34	Precomputed Multiple Scattering for Rapid Light Simulation in Participating Media. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2456-2470.	4.4	4
35	Interactive Simulation of Scattering Effects in Participating Media Using a Neural Network Model. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 3123-3134.	4.4	4
36	Fast Computation of Single Scattering in Participating Media with Refractive Boundaries Using Frequency Analysis. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2961-2969.	4.4	3

#	ARTICLE	IF	CITATIONS
37	Space-Time Hierarchical Radiosity with Clustering and Higher-Order Wavelets. Computer Graphics Forum, 2004, 23, 129-141.	3.0	2
38	Double- and Multiple-Scattering Effects in Translucent Materials. IEEE Computer Graphics and Applications, 2013, 33, 66-76.	1.2	2
39	Precomputed multiple scattering for light simulation in participating medium. , 2017, , .		2
40	Wavelet Radiosity on Arbitrary Planar Surfaces. Eurographics, 2000, , 161-172.	0.4	1
41	Multiscale feature-preserving smoothing of tomographic data. , 2011, , .		0
42	Adaptive Matrix Completion for Fast Visibility Computations with Many Lights Rendering. Computer Graphics Forum, 2020, 39, 47-58.	3.0	0