Nicolas Holzschuch

List of Publications by Year
in descending order

42 papers	1,156 citations	623734 14 h-index	414414 32 g-index
42 all docs	42 docs citations	42 times ranked	553 citing authors

#	Article	IF	Citations
1	Constant-Cost Spatio-Angular Prefiltering of Glinty Appearance Using Tensor Decomposition. ACM Transactions on Graphics, 2022, 41, 1-17.	7.2	6
2	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
3	Precomputed Multiple Scattering for Rapid Light Simulation in Participating Media. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2456-2470.	4.4	4
4	Adaptive Matrix Completion for Fast Visibility Computations with Many Lights Rendering. Computer Graphics Forum, 2020, 39, 47-58.	3.0	0
5	Realâ€Time Glints Rendering With Preâ€Filtered Discrete Stochastic Microfacets. Computer Graphics Forum, 2020, 39, 144-154.	3.0	6
6	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
7	A detail preserving neural network model for Monte Carlo denoising. Computational Visual Media, 2020, 6, 157-168.	17.5	8
8	A practical path guiding method for participating media. Computational Visual Media, 2020, 6, 37-51.	17.5	5
9	Slope-space integrals for specular next event estimation. ACM Transactions on Graphics, 2020, 39, 1-13.	7.2	5
10	Point-Based Rendering for Homogeneous Participating Media with Refractive Boundaries. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2743-2757.	4.4	5
11	Fast Global Illumination with Discrete Stochastic Microfacets Using a Filterable Model. Computer Graphics Forum, 2018, 37, 55-64.	3.0	8
12	Precomputed multiple scattering for light simulation in participating medium. , 2017, , .		2
13	Accurate Computation of Single Scattering in Participating Media with Refractive Boundaries. Computer Graphics Forum, 2015, 34, 48-59.	3.0	12
14	Double- and Multiple-Scattering Effects in Translucent Materials. IEEE Computer Graphics and Applications, 2013, 33, 66-76.	1.2	2
15	5D Covariance tracing for efficient defocus and motion blur. ACM Transactions on Graphics, 2013, 32, 1-18.	7.2	49
16	Interactive rendering of acquired materials on dynamic geometry using bandwidth prediction. , 2012, , .		9
17	Accurate fitting of measured reflectances using a Shifted Gamma microâ€facet distribution. Computer Graphics Forum, 2012, 31, 1509-1518.	3.0	58
18	Lagrangian Texture Advection: Preserving both Spectrum and Velocity Field. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1612-1623.	4.4	14

#	Article	IF	Citations
19	Multiscale feature-preserving smoothing of tomographic data. , 2011, , .		0
20	Real-time rough refraction. , 2011, , .		17
21	Realâ€time Realistic Ocean Lighting using Seamless Transitions from Geometry to BRDF. Computer Graphics Forum, 2010, 29, 487-496.	3.0	33
22	Realâ€time Rendering of Heterogeneous Translucent Objects with Arbitrary Shapes. Computer Graphics Forum, 2010, 29, 497-506.	3.0	23
23	Screen-space Percentage-Closer Soft Shadows. , 2010, , .		6
24	Single scattering in refractive media with triangle mesh boundaries. ACM Transactions on Graphics, 2009, 28, 1-8.	7.2	45
25	Single scattering in refractive media with triangle mesh boundaries. , 2009, , .		6
26	Frequency analysis and sheared reconstruction for rendering motion blur. , 2009, , .		12
27	Fourier depth of field. ACM Transactions on Graphics, 2009, 28, 1-12.	7.2	80
28	Frequency analysis and sheared reconstruction for rendering motion blur. ACM Transactions on Graphics, 2009, 28, 1-13.	7.2	107
29	Scalable realâ€time animation of rivers. Computer Graphics Forum, 2009, 28, 239-248.	3.0	40
30	Fast non-linear projections using graphics hardware. , 2008, , .		20
31	Fast Precomputed Ambient Occlusion for Proximity Shadows. Journal of Graphics Tools, 2007, 12, 59-71.	0.5	26
32	Accurate detection of symmetries in 3D shapes. ACM Transactions on Graphics, 2006, 25, 439-464.	7.2	111
33	Accurate Specular Reflections in Real-Time. Computer Graphics Forum, 2006, 25, 293-302.	3.0	8
34	Soft Shadow Maps: Efficient Sampling of Light Source Visibility. Computer Graphics Forum, 2006, 25, 725-741.	3.0	43
35	A frequency analysis of light transport. ACM Transactions on Graphics, 2005, 24, 1115-1126.	7.2	174
36	A frequency analysis of light transport. , 2005, , .		33

#	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	A Survey of Real-time Soft Shadows Algorithms. Computer Graphics Forum, 2003, 22, 753-774.	3.0	147
39	Using Graphics Hardware to Speed Up Visibility Queries. Journal of Graphics Tools, 2000, 5, 33-47.	0.5	6
40	A Novel Approach Makes Higher Order Wavelets Really Efficient for Radiosity. Computer Graphics Forum, 2000, 19, 99-108.	3.0	6
41	Wavelet Radiosity on Arbitrary Planar Surfaces. Eurographics, 2000, , 161-172.	0.4	1
42	An Exhaustive Error€Bounding Algorithm for Hierarchical Radiosity. Computer Graphics Forum, 1998, 17, 197-218.	3.0	10