

Alexander Wiebel

List of Publications by Year in descending order

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papers

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840776

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all docs

23
docs citations

23
times ranked

261
citing authors

#	ARTICLE	IF	CITATIONS
1	Interactive Comparison of Scalar Fields Based on Largest Contours with Applications to Flow Visualization. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 1475-1482.	4.4	54
2	Illustrative Stream Surfaces. IEEE Transactions on Visualization and Computer Graphics, 2010, 16, 1329-1338.	4.4	36
3	Generalized Streak Lines: Analysis and Visualization of Boundary Induced Vortices. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 1735-1742.	4.4	33
4	WYSIWYP: What You See Is What You Pick. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 2236-2244.	4.4	30
5	Lagrangian Visualization of Flow-Embedded Surface Structures. Computer Graphics Forum, 2008, 27, 1007-1014.	3.0	25
6	Computation of Localized Flow for Steady and Unsteady Vector Fields and Its Applications. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 641-651.	4.4	24
7	On the Lamb vector and the hydrodynamic charge. Experiments in Fluids, 2007, 42, 291-299.	2.4	18
8	Smooth Stream Surfaces of Fourth Order Precision. Computer Graphics Forum, 2009, 28, 871-878.	3.0	18
9	Topology Aware Stream Surfaces. Computer Graphics Forum, 2010, 29, 1153-1161.	3.0	16
10	2D Vector field approximation using linear neighborhoods. Visual Computer, 2016, 32, 1563-1578.	3.5	14
11	A Survey on Applications of Augmented, Mixed and Virtual Reality for Nature and Environment. Lecture Notes in Computer Science, 2021, , 653-675.	1.3	12
12	A Model of Spatial Directness in Interactive Visualization. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2514-2528.	4.4	11
13	Investigating particle track topology for range telescopes in particle radiography using convolutional neural networks. Acta Oncologica, 2021, 60, 1413-1418.	1.8	6
14	Glyphs for Non-Linear Vector Field Singularities. Mathematics and Visualization, 2012, , 177-190.	0.6	5
15	Pervasive mobile Spiele und Virtual Reality als Instrumente der digitalen Ansprache von Veranstaltungsbesuchern: Auf schaz-Suche beim Rheinland-Pfalz-Tag 2018. Markenkommunikation Und Beziehungsmarketing, 2019, , 227-245.	0.3	5
16	Visualizing linear neighborhoods in non-linear vector fields. , 2013, , .		1
17	Rendering Tree Roots Outdoors: A Comparison Between Optical See Through Glasses and Smartphone Modules for Underground Augmented Reality Visualization. Lecture Notes in Computer Science, 2021, , 364-380.	1.3	1
18	Top Challenges in the Visualization of Engineering Tensor Fields. Mathematics and Visualization, 2014, , 3-15.	0.6	1

#	ARTICLE	IF	CITATIONS
19	Augmented Reality in Vorlesung und Übung: Lehre und Interaktion neu gedacht. Angewandte Wirtschaftsinformatik, 2019, , 221-238.	0.2	1
20	Eurographics Workshops VCBM 2008 and 2010. Computer Graphics Forum, 2011, 30, 231-232.	3.0	0
21	A System for Combined Visualization of EEG and Diffusion Tensor Imaging Tractography Data. Mathematics and Visualization, 2014, , 325-337.	0.6	0