Renato Pajarola

List of Publications by Year
in descending order

81 papers	2,169 citations	257450 24 h-index	243625 44 g-index
82 all docs	82 docs citations	82 times ranked	1478 citing authors

#	Article	IF	Citations
1	Compressed progressive meshes. IEEE Transactions on Visualization and Computer Graphics, 2000, 6, 79-93.	4.4	274
2	A unified particle model for fluid–solid interactions. Computer Animation and Virtual Worlds, 2007, 18, 69-82.	1.2	185
3	Automatic room detection and reconstruction in cluttered indoor environments with complex room layouts. Computers and Graphics, 2014, 44, 20-32.	2.5	131
4	Survey of semi-regular multiresolution models for interactive terrain rendering. Visual Computer, 2007, 23, 583-605.	3.5	122
5	Equalizer: A Scalable Parallel Rendering Framework. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 436-452.	4.4	117
6	Object detection and classification from large–scale cluttered indoor scans. Computer Graphics Forum, 2014, 33, 11-21.	3.0	78
7	Continuous projection for fast L_1 reconstruction. ACM Transactions on Graphics, 2014, 33, 1-13.	7.2	75
8	TTHRESH: Tensor Compression for Multidimensional Visual Data. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2891-2903.	4.4	71
9	Point-based rendering techniques. Computers and Graphics, 2004, 28, 869-879.	2.5	66
10	State–of–the–Art in Compressed GPU–Based Direct Volume Rendering. Computer Graphics Forum, 2014, 33, 77-100.	3.0	66
11	Piecewise–planar Reconstruction of Multi–room Interiors with Arbitrary Wall Arrangements. Computer Graphics Forum, 2016, 35, 179-188.	3.0	64
12	State–of–the–art in Automatic 3D Reconstruction of Structured Indoor Environments. Computer Graphics Forum, 2020, 39, 667-699.	3.0	62
13	An efficient multi-resolution framework for high quality interactive rendering of massive point clouds using multi-way kd-trees. Visual Computer, 2013, 29, 69-83.	3.5	54
14	Confetti: object-space point blending and splatting. IEEE Transactions on Visualization and Computer Graphics, 2004, 10, 598-608.	4.4	50
15	Extinction-Based Shading and Illumination in GPU Volume Ray-Casting. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1795-1802.	4.4	40
16	Interactive Multiscale Tensor Reconstruction for Multiresolution Volume Visualization. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 2135-2143.	4.4	40
17	A simple approach for point-based object capturing and rendering. IEEE Computer Graphics and Applications, 2004, 24, 24-33.	1.2	36
18	TAMRESH – Tensor Approximation Multiresolution Hierarchy for Interactive Volume Visualization. Computer Graphics Forum, 2013, 32, 151-160.	3.0	34

#	ARTICLE	IF	CITATIONS
19	An image compression method for spatial search. IEEE Transactions on Image Processing, 2000, 9, 357-365.	9.8	29
20	Efficient implementation of real-time view-dependent multiresolution meshing. IEEE Transactions on Visualization and Computer Graphics, 2004, 10, 353-0_11.	4.4	29
21	Bayesian graph-cut optimization for wall surfaces reconstruction in indoor environments. Visual Computer, 2017, 33, 1347-1355.	3.5	29
22	Lossy volume compression using Tucker truncation and thresholding. Visual Computer, 2016, 32, 1433-1446.	3.5	27
23	Curvature-aware adaptive re-sampling for point-sampled geometry. CAD Computer Aided Design, 2009, 41, 395-403.	2.7	26
24	Storytelling in Interactive 3D Geographic Visualization Systems. ISPRS International Journal of Geo-Information, 2018, 7, 123.	2.9	26
25	On best rank one approximation of tensors. Numerical Linear Algebra With Applications, 2013, 20, 942-955.	1.6	22
26	Sobol tensor trains for global sensitivity analysis. Reliability Engineering and System Safety, 2019, 183, 311-322.	8.9	22
27	DMESH: FAST DEPTH-IMAGE MESHING AND WARPING. International Journal of Image and Graphics, 2004, 04, 653-681.	1.5	21
28	High Performance Stereo System for Dense 3-D Reconstruction. IEEE Transactions on Circuits and Systems for Video Technology, 2014, 24, 929-941.	8.3	20
29	Deferred blending: Image composition for single-pass point rendering. Computers and Graphics, 2007, 31, 175-189.	2.5	19
30	Single-strips for fast interactive rendering. Visual Computer, 2006, 22, 372-386.	3.5	18
31	High Quality Interactive Rendering of Massive Point Models Using Multi-way kd-Trees. , 2010, , .		16
32	Analysis of tensor approximation for compression-domain volume visualization. Computers and Graphics, 2015, 47, 34-47.	2.5	16
33	PGCNet: patch graph convolutional network for point cloud segmentation of indoor scenes. Visual Computer, 2020, 36, 2407-2418.	3.5	16
34	Robust Reconstruction of Interior Building Structures with Multiple Rooms under Clutter and Occlusions. , 2013, , .		15
35	VIAN: A Visual Annotation Tool for Film Analysis. Computer Graphics Forum, 2019, 38, 119-129.	3.0	15
36	Direct send compositing for parallel sort-last rendering. , 2008, , .		15

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37	Multi-view point splatting. , 2006, , .		14
38	Visual saliency guided normal enhancement technique for 3D shape depiction. Computers and Graphics, 2011, 35, 706-712.	2.5	13
39	Robust normal estimation in unstructured 3D point clouds by selective normal space exploration. Visual Computer, 2018, 34, 961-971.	3.5	13
40	Hierarchyless Simplification, Stripification and Compression of Triangulated Two-Manifolds. Computer Graphics Forum, 2005, 24, 457-467.	3.0	11
41	Feature sensitive re-sampling of point set surfaces with Gaussian spheres. Science China Information Sciences, 2012, 55, 2075-2089.	4.3	11
42	CHC+RT: Coherent Hierarchical Culling for Ray Tracing. Computer Graphics Forum, 2015, 34, 537-548.	3.0	11
43	SymmSketch: Creating symmetric 3D free-form shapes from 2D sketches. Computational Visual Media, 2015, 1, 3-16.	17.5	11
44	VIRTUAL GEOEXPLORATION: CONCEPTS AND DESIGN CHOICES. International Journal of Computational Geometry and Applications, 2001, 11, 1-14.	0.5	10
45	Multiresolution Volume Filtering in the Tensor Compressed Domain. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2714-2727.	4.4	10
46	<title>LOD-based clustering techniques for efficient large-scale terrain storage and visualization</title>. , 2003, 5009, 225.		9
47	Efficient reduction of point data sets for surface splatting using geometry and color attributes. International Journal of Advanced Manufacturing Technology, 2012, 61, 787-796.	3.0	9
48	A Multi-Channel Salience Based Detail Exaggeration Technique for 3D Relief Surfaces. Journal of Computer Science and Technology, 2012, 27, 1100-1109.	1.5	8
49	Deferred vector map visualization. , 2016, , .		7
50	Robust enhancement of depth images from depth sensors. Computers and Graphics, 2017, 68, 53-65.	2.5	7
51	Equalizer 2.0â€"Convergence of a Parallel Rendering Framework. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 1292-1307.	4.4	7
52	Vector Map Constrained Path Bundling in 3D Environments. , 2015, , .		6
53	Tensor Algorithms for Advanced Sensitivity Metrics. SIAM-ASA Journal on Uncertainty Quantification, 2018, 6, 1172-1197.	2.0	6
54	Relief generation from 3D scenes guided by geometric texture richness. Computational Visual Media, 2018, 4, 209-221.	17.5	5

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55	*Walk2Map*: Extracting Floor Plans from Indoor Walk Trajectories. Computer Graphics Forum, 2021, 40, 375-388.	3.0	5
56	Hornero: Thunderstorms Characterization using Visual Analytics. Computer Graphics Forum, 2021, 40, 299-310.	3.0	5
57	Equalizer. , 2008, , .		5
58	Object-space point blending and splatting. , 2003, , .		4
59	Shape isophotic error netric controllable re-sampling for point-sampled surfaces. , 2009, , .		4
60	LOCALIS: Locally€adaptive Line Simplification for GPU€based Geographic Vector Data Visualization. Computer Graphics Forum, 2020, 39, 443-453.	3.0	4
61	Automatic 3D reconstruction of structured indoor environments. , 2020, , .		4
62	Robust enhancement of depth images from Kinect sensor. , 2015, , .		3
63	Large€Scale Pixel€Precise Deferred Vector Maps. Computer Graphics Forum, 2018, 37, 338-349.	3.0	3
64	Tensor Decompositions for Integral Histogram Compression and Look-Up. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1435-1446.	4.4	3
65	Interactive massive model rendering. , 2008, , .		2
66	Streaming surface sampling using Gaussian Îµ-nets. Visual Computer, 2009, 25, 411-421.	3.5	2
67	SenVis: Interactive Tensor€based Sensitivity Visualization. Computer Graphics Forum, 2021, 40, 275-286.	3.0	2
68	Layered Volume Splatting. Lecture Notes in Computer Science, 2009, , 1-12.	1.3	2
69	GPU-accelerated transparent point-based rendering. , 2006, , .		1
70	Visibility-difference entropy for automatic transfer function generation. , 2013, , .		1
71	GPU based graph bundling using geographic reference information. , 2013, , .		1
72	Vision paper. , 2015, , .		1

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73	Exploiting the room structure of buildings for scalable architectural modeling of interiors. , 2017, , .		1
74	Tensor Approximation for Multidimensional and Multivariate Data. Mathematics and Visualization, 2021, , 73-98.	0.6	1
75	A Shape Enhancement Technique Based on Multi-channel Salience Measure. Lecture Notes in Computer Science, 2012, , 115-121.	1.3	1
76	Corrections to "compressed progressive meshes". IEEE Transactions on Visualization and Computer Graphics, 2000, 6, 190-192.	4.4	0
77	Visualizing flat spacetime: Viewing optical versus special relativistic effects. American Journal of Physics, 2007, 75, 540-545.	0.7	0
78	Guest editorial: Special section on the Symposium on Point-Based Graphics 2007. Computers and Graphics, 2008, 32, 187-188.	2.5	0
79	Guest Editor's Introduction: Special Section on the Eurographics Symposium on Parallel Graphics and Visualization (EGPGV). IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 837-837.	4.4	0
80	ASPIRE: Automatic scanner position reconstruction. Visual Computer, 2019, 35, 1209-1221.	3.5	0
81	Cluster parallel rendering. , 2008, , .		0