

Andrew Glennerster

List of Publications by Year in descending order

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Version: 2024-02-01

38
papers

794
citations

623734

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526287

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g-index

42
all docs

42
docs citations

42
times ranked

460
citing authors

#	ARTICLE	IF	CITATIONS
1	Route selection in non-Euclidean virtual environments. PLoS ONE, 2021, 16, e0247818.	2.5	10
2	Combining cues to judge distance and direction in an immersive virtual reality environment. Journal of Vision, 2021, 21, 10.	0.3	4
3	Lessons from reinforcement learning for biological representations of space. Vision Research, 2020, 174, 79-93.	1.4	3
4	The Science Behind Virtual Reality Displays. Annual Review of Vision Science, 2019, 5, 529-547.	4.4	40
5	No single, stable 3D representation can explain pointing biases in a spatial updating task. Scientific Reports, 2019, 9, 12578.	3.3	6
6	Pointing Errors in Non-metric Virtual Environments. Lecture Notes in Computer Science, 2018, , 43-57.	1.3	4
7	Detecting 3D location change in the presence of grouping cues. Journal of Vision, 2018, 18, 503.	0.3	0
8	Models of navigation and pointing in non-metric environments. Journal of Vision, 2018, 18, 1040.	0.3	0
9	Experimentally disambiguating models of sensory cue combination. Journal of Vision, 2018, 18, 788.	0.3	1
10	Comparison of view-based and reconstruction-based models of human navigational strategy. Journal of Vision, 2017, 17, 11.	0.3	6
11	Measuring end-to-end latency of a virtual reality system objectively and psychophysically. Journal of Vision, 2017, 17, 355.	0.3	1
12	Navigation and pointing errors in non-metric environments.. Journal of Vision, 2017, 17, 721.	0.3	0
13	Change blindness for changes in 3D structure. Journal of Vision, 2017, 17, 1206.	0.3	0
14	A moving observer in a three-dimensional world. Philosophical Transactions of the Royal Society B: Biological Sciences, 2016, 371, 20150265.	4.0	10
15	Using high-fidelity virtual reality to study perception in freely moving observers. Journal of Vision, 2015, 15, 3.	0.3	40
16	Visual stability—what is the problem?. Frontiers in Psychology, 2015, 6, 958.	2.1	2
17	Humans Use Predictive Kinematic Models to Calibrate Visual Cues to Three-Dimensional Surface Slant. Journal of Neuroscience, 2014, 34, 10394-10401.	3.6	5
18	Modelling human visual navigation using multi-view scene reconstruction. Biological Cybernetics, 2013, 107, 449-464.	1.3	10

#	ARTICLE	IF	CITATIONS
19	Representing 3D Shape and Location. , 2013, , 201-212.		0
20	A Demonstration of "Broken"™ Visual Space. PLoS ONE, 2012, 7, e33782.	2.5	23
21	View-based modelling of human visual navigation errors. , 2011, , .		2
22	An automated calibration method for non-see-through head mounted displays. Journal of Neuroscience Methods, 2011, 199, 328-335.	2.5	16
23	Cue combination for 3D location judgements. Journal of Vision, 2011, 10, 5-5.	0.3	38
24	View-Based Approaches to Spatial Representation in Human Vision. Lecture Notes in Computer Science, 2009, , 193-208.	1.3	9
25	Latitude and longitude vertical disparities. Journal of Vision, 2009, 9, 11-11.	0.3	43
26	Spatial calibration of an optical see-through head-mounted display. Journal of Neuroscience Methods, 2008, 173, 140-146.	2.5	48
27	Marr's vision: Twenty-five years on. Current Biology, 2007, 17, R397-R399.	3.9	5
28	Stereo and motion parallax cues in human 3D vision: Can they vanish without a trace?. Journal of Vision, 2006, 6, 12.	0.3	12
29	Disparity with respect to a local reference plane as a dominant cue for stereoscopic depth relief. Vision Research, 2006, 46, 4321-4332.	1.4	14
30	Humans Ignore Motion and Stereo Cues in Favor of a Fictional Stable World. Current Biology, 2006, 16, 428-432.	3.9	83
31	Systematic distortions of perceptual stability investigated using immersive virtual reality. Vision Research, 2005, 45, 2177-2189.	1.4	39
32	Sensitivity to depth relief on slanted surfaces. Journal of Vision, 2004, 4, 3-3.	0.3	16
33	Evidence for Surface-Based Processing of Binocular Disparity. Current Biology, 2002, 12, 825-828.	3.9	32
34	Fixation could simplify, not complicate, the interpretation of retinal flow. Vision Research, 2001, 41, 815-834.	1.4	17
35	The task-dependent use of binocular disparity and motion parallax information. Vision Research, 2000, 40, 3725-3734.	1.4	84
36	Cues to Viewing Distance for Stereoscopic Depth Constancy. Perception, 1998, 27, 1357-1365.	1.2	37

#	ARTICLE	IF	CITATIONS
37	The effect of display size on disparity scaling from differential perspective and vergence cues. Vision Research, 1996, 36, 1255-1264.	1.4	124
38	High Fidelity Immersive Virtual Reality. , 0, , .		8