Andrew J Woods

List of Publications by Year
in descending order

35 papers	380 citations	1163117 8 h-index	1199594 12 g-index
35 all docs	35 docs citations	35 times ranked	344 citing authors

#	Article	IF	Citations
1	32nd Annual Stereoscopic Displays and Applications Conference - Introduction. IS&T International Symposium on Electronic Imaging, 2021, 2021, B02-1-B02-7.	0.4	0
2	Sourcing and Qualifying Passive Polarised 3D TVs. IS&T International Symposium on Electronic Imaging, 2021, 2021, 100-1-100-6.	0.4	0
3	31st Annual Stereoscopic Displays and Applications Conference - Introduction. IS&T International Symposium on Electronic Imaging, 2020, 2020, B02-1-B02-8.	0.4	0
4	Application of Photogrammetric 3D Reconstruction to Scanning Electron Microscopy: Considerations for Volume Analysis. Journal of Imaging Science and Technology, 2020, 64, 60404-1-60404-9.	0.5	0
5	Beacon Virtua: A Virtual Reality Simulation Detailing the Recent and Shipwreck History of Beacon Island, Western Australia. Coastal Research Library, 2019, , 197-210.	0.4	5
6	30th Annual Stereoscopic Displays and Applications Conference - Introduction. IS&T International Symposium on Electronic Imaging, 2019, 31, B03-1-B03-7.	0.4	0
7	30 Years of the Stereoscopic Displays and Applications conference - Milestones and Statistics. IS&T International Symposium on Electronic Imaging, 2019, 2019, C03-1-C03-12.	0.4	0
8	Development of a Camera-Based Projection Mapping System for Non-Flat Surfaces. IS&T International Symposium on Electronic Imaging, 2019, 2019, 660-1-660-8.	0.4	0
9	Head-Mounted FOV Simulator for User Testing of Maritime Object Detection Tasks. , 2018, , .		0
10	Understanding Head-Mounted Display FOV in Maritime Search and Rescue Object Detection. , 2018, , .		3
11	Molecular Dynamics Visualization (MDV): Stereoscopic 3D Display of Biomolecular Structure and Interactions Using the Unity Game Engine. Journal of Integrative Bioinformatics, 2018, 15, .	1.5	22
12	From Virtual Reality to Immersive Analytics in Bioinformatics. Journal of Integrative Bioinformatics, 2018, 15, .	1.5	23
13	Front Matter: Volume 9011. Proceedings of SPIE, 2014, , .	0.8	0
14	Front Matter: Volume 8648. , 2013, , .		0
15	Characterizing and reducing crosstalk in printed anaglyph stereoscopic 3D images. Optical Engineering, 2013, 52, 043203.	1.0	7
16	Investigating the cross-compatibility of IR-controlled active shutter glasses. Proceedings of SPIE, 2012, , .	0.8	5
17	Crosstalk in stereoscopic displays: a review. Journal of Electronic Imaging, 2012, 21, 040902.	0.9	104
18	Front Matter: Volume 8288. , 2012, , .		0

#	Article	IF	Citations
19	Using crossâ€talk simulation to predict the performance of anaglyph 3â€D glasses. Journal of the Society for Information Display, 2012, 20, 304-315.	2.1	5
20	A simple method for measuring crosstalk in stereoscopic displays. Proceedings of SPIE, 2011, , .	0.8	13
21	How are crosstalk and ghosting defined in the stereoscopic literature?. , 2011, , .		43
22	Front Matter: Volume 7524. Proceedings of SPIE, 2010, , .	0.8	0
23	Comparing levels of crosstalk with red/cyan, blue/yellow, and green/magenta anaglyph 3D glasses. Proceedings of SPIE, 2010, , .	0.8	30
24	3â€D Displays in the Home. Information Display, 2009, 25, 8-12.	0.2	12
25	The compatibility of LCD TVs with time-sequential stereoscopic 3D visualization. Proceedings of SPIE, 2009, , .	0.8	15
26	The compatibility of consumer plasma displays with time-sequential stereoscopic 3D visualization. , 2008, , .		7
27	Front Matter: Volume 6803. Proceedings of SPIE, 2008, , .	0.8	0
28	The compatibility of consumer DLP projectors with time-sequential stereoscopic 3D visualisation. , 2007, , .		4
29	Characterizing crosstalk in anaglyphic stereoscopic images on LCD monitors and plasma displays. Journal of the Society for Information Display, 2007, 15, 889.	2.1	17
30	<title>Ghosting in anaglyphic stereoscopic images</title>. , 2004, 5291, 354.		19
31	<title>Characterizing sources of ghosting in time-sequential stereoscopic video displays</title>. , 2002, , .		29
32	<title>Optimal usage of LCD projectors for polarized stereoscopic projection</title>. , 2001, 4297, 5.		8
33	<title>Electronic stereoscopic presentations: what tools are available and what tools are needed</title>. , 2001, , .		0
34	Development of a compact underwater stereoscopic video camera. , 1997, , .		2
35	<title>Field trials of stereoscopic video with an underwater remotely operated vehicle</title>. , 1994, 2177, 203.		7