

Michael Wimmer

List of Publications by Year in descending order

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Version: 2024-02-01

83
papers

2,410
citations

331670

21
h-index

254184

43
g-index

85
all docs

85
docs citations

85
times ranked

1456
citing authors

#	ARTICLE	IF	CITATIONS
1	Myopia in Head-Worn Virtual Reality. , 2021, , .		2
2	Rendering Point Clouds with Compute Shaders and Vertex Order Optimization. Computer Graphics Forum, 2021, 40, 115-126.	3.0	18
3	Fast occlusion-based point cloud exploration. Visual Computer, 2021, 37, 2769-2781.	3.5	0
4	Temporal-scope grammars for polyphonic music generation. , 2021, , .		0
5	Conservative Meshlet Bounds for Robust Culling of Skinned Meshes. Computer Graphics Forum, 2021, 40, 57-69.	3.0	3
6	Shrinking city layouts. Computers and Graphics, 2020, 86, 15-26.	2.5	3
7	Progressive Real-time Rendering of One Billion Points Without Hierarchical Acceleration Structures. Computer Graphics Forum, 2020, 39, 51-64.	3.0	11
8	XREye: Simulating Visual Impairments in Eye-Tracked XR. , 2020, , .		10
9	Photorealistic Material Editing Through Direct Image Manipulation. Computer Graphics Forum, 2020, 39, 107-120.	3.0	5
10	Fast Out-of-Core Octree Generation for Massive Point Clouds. Computer Graphics Forum, 2020, 39, 155-167.	3.0	20
11	CatARact: Simulating Cataracts in Augmented Reality. , 2020, , .		21
12	Points2Surf Learning Implicit Surfaces from Point Clouds. Lecture Notes in Computer Science, 2020, , 108-124.	1.3	56
13	FitConnect: Connecting Noisy 2D Samples by Fitted Neighbourhoods. Computer Graphics Forum, 2019, 38, 126-137.	3.0	4
14	Real-Time Continuous Level of Detail Rendering of Point Clouds. , 2019, , .		26
15	Interactive Visualization of Flood and Heavy Rain Simulations. Computer Graphics Forum, 2019, 38, 25-39.	3.0	14
16	Adaptive pointcloud segmentation for assisted interactions. , 2019, , .		2
17	A VR-based user study on the effects of vision impairments on recognition distances of escape-route signs in buildings. Visual Computer, 2018, 34, 911-923.	3.5	27
18	Dynamic Path Exploration on Mobile Devices. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1784-1798.	4.4	2

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19	How Do Users Map Points Between Dissimilar Shapes?. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2327-2338.	4.4	2
20	Distinctive Approaches to Computer Graphics Education. Computer Graphics Forum, 2018, 37, 403-412.	3.0	3
21	Gaussian material synthesis. ACM Transactions on Graphics, 2018, 37, 1-14.	7.2	21
22	Sketch-based guided modeling of 3D buildings from oriented photos. , 2017, , .		2
23	Integrated Structural Architectural Design for Interactive Planning. Computer Graphics Forum, 2017, 36, 80-94.	3.0	8
24	Curve Reconstruction with Many Fewer Samples. Computer Graphics Forum, 2016, 35, 167-176.	3.0	10
25	Multi-Depth-Map Raytracing for Efficient Large-Scene Reconstruction. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1127-1137.	4.4	6
26	High-quality point-based rendering using fast single-pass interpolation. , 2015, , .		9
27	Partial Shape Matching Using Transformation Parameter Similarity. Computer Graphics Forum, 2015, 34, 239-252.	3.0	2
28	Separable Subsurface Scattering. Computer Graphics Forum, 2015, 34, 188-197.	3.0	26
29	Layer-Based Procedural Design of Facades. Computer Graphics Forum, 2015, 34, 205-216.	3.0	12
30	CHC+RT: Coherent Hierarchical Culling for Ray Tracing. Computer Graphics Forum, 2015, 34, 537-548.	3.0	11
31	Large-Scale Point-Cloud Visualization through Localized Textured Surface Reconstruction. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1280-1292.	4.4	14
32	Gaze-to-Object Mapping during Visual Search in 3D Virtual Environments. ACM Transactions on Applied Perception, 2014, 11, 1-17.	1.9	17
33	Automatic generation of tourist brochures. Computer Graphics Forum, 2014, 33, 449-458.	3.0	12
34	Real-time rendering of glossy materials with regular sampling. Visual Computer, 2014, 30, 717-727.	3.5	2
35	Edit propagation using geometric relationship functions. ACM Transactions on Graphics, 2014, 33, 1-15.	7.2	11
36	Minimizing edge length to connect sparsely sampled unstructured point sets. Computers and Graphics, 2013, 37, 645-658.	2.5	5

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37	O-snap. ACM Transactions on Graphics, 2013, 32, 1-15.	7.2	89
38	Seamless texturing of archaeological data. , 2013, , .		2
39	Fast light-map computation with virtual polygon lights. , 2013, , .		17
40	A Survey of Urban Reconstruction. Computer Graphics Forum, 2013, 32, 146-177.	3.0	285
41	Visual Attention and Gaze Behavior in Games: An Object-Based Approach. , 2013, , 543-583.		14
42	Temporal Coherence Methods in Real-time Rendering. Computer Graphics Forum, 2012, 31, 2378-2408.	3.0	36
43	Efficient real-time shadows. , 2012, , .		4
44	GeigerCam. , 2012, , .		0
45	Practical Spectral Photography. Computer Graphics Forum, 2012, 31, 449-458.	3.0	42
46	Interactive Coherence-Based Façade Modeling. Computer Graphics Forum, 2012, 31, 661-670.	3.0	36
47	A Survey of Real-time Hard Shadow Mapping Methods. Computer Graphics Forum, 2011, 30, 169-186.	3.0	39
48	Interactive Modeling of City Layouts using Layers of Procedural Content. Computer Graphics Forum, 2011, 30, 345-354.	3.0	38
49	Out-of-core selection and editing of huge point clouds. Computers and Graphics, 2011, 35, 342-351.	2.5	35
50	Bimodal task-facilitation in a virtual traffic scenario through spatialized sound rendering. ACM Transactions on Applied Perception, 2011, 8, 1-22.	1.9	7
51	Adaptive camera-based color mapping for mixed-reality applications. , 2011, , .		7
52	Manipulating attention in computer games. , 2011, , .		7
53	Adaptive camera-based color mapping for mixed-reality applications. , 2011, , .		1
54	Differential Instant Radiosity for mixed reality. , 2010, , .		62

#	ARTICLE	IF	CITATIONS
55	Parallel generation of multiple L-systems. Computers and Graphics, 2010, 34, 585-593.	2.5	14
56	High-Quality Screen-Space Ambient Occlusion using Temporal Coherence. Computer Graphics Forum, 2010, 29, 2492-2503.	3.0	14
57	An empirical pipeline to derive gaze prediction heuristics for 3D action games. ACM Transactions on Applied Perception, 2010, 8, 1-30.	1.9	17
58	Procedural skeletons. , 2010, , .		1
59	A Layered Particle-Based Fluid Model for Real-Time Rendering of Water. Computer Graphics Forum, 2010, 29, 1383-1389.	3.0	26
60	Efficient irradiance normal mapping. , 2010, , .		13
61	Casting Shadows in Real Time. , 2009, , .		13
62	Efficient and practical audio-visual rendering for games using crossmodal perception. , 2009, , .		11
63	Physically Guided Animation of Trees. Computer Graphics Forum, 2009, 28, 523-532.	3.0	46
64	Real-Time Soft Shadows Using Temporal Coherence. Lecture Notes in Computer Science, 2009, , 13-24.	1.3	16
65	CHC++: Coherent Hierarchical Culling Revisited. Computer Graphics Forum, 2008, 27, 221-230.	3.0	51
66	Frame Sequential Interpolation for Discrete Level-of-Detail Rendering. Computer Graphics Forum, 2008, 27, 1175-1181.	3.0	13
67	Evaluation of HDR tone mapping methods using essential perceptual attributes. Computers and Graphics, 2008, 32, 330-349.	2.5	154
68	Interactive visual editing of grammars for procedural architecture. ACM Transactions on Graphics, 2008, 27, 1-10.	7.2	109
69	A psychophysical study of fixation behavior in a computer game. , 2008, , .		37
70	Interactive visual editing of grammars for procedural architecture. , 2008, , .		20
71	Optimized subdivisions for preprocessed visibility. Proceedings - Graphics Interface, 2007, , .	0.5	5
72	Fitted virtual shadow maps. Proceedings - Graphics Interface, 2007, , .	0.5	21

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73	Queried virtual shadow maps. , 2007, , .		19
74	Unpopping: Solving the Image-Space Blend Problem for Smooth Discrete LOD Transitions. Computer Graphics Forum, 2007, 26, 46-49.	3.0	20
75	Optimized HLOD Refinement Driven by Hardware Occlusion Queries. , 2007, , 106-117.		2
76	Guided visibility sampling. , 2006, , .		6
77	Coherent Hierarchical Culling: Hardware Occlusion Queries Made Useful. Computer Graphics Forum, 2004, 23, 615-624.	3.0	111
78	Instant architecture. ACM Transactions on Graphics, 2003, 22, 669-677.	7.2	324
79	Instant architecture. , 2003, , .		122
80	Instant Visibility. Computer Graphics Forum, 2001, 20, 411-421.	3.0	33
81	Fast walkthroughs with image caches and ray casting. Computers and Graphics, 1999, 23, 831-838.	2.5	3
82	Visibility preprocessing for urban scenes using line space subdivision. , 0, , .		23
83	Real-Time Shadows. , 0, , .		44