

Andrew Chalmers

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/697312/publications.pdf>

Version: 2024-02-01

6
papers

159
citations

1937685

4
h-index

2053705

5
g-index

6
all docs

6
docs citations

6
times ranked

156
citing authors

#	ARTICLE	IF	CITATIONS
1	MR360: Mixed Reality Rendering for 360° Panoramic Videos. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1379-1388.	4.4	84
2	Augmented Virtual Teleportation for High-Fidelity Telecollaboration. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 1923-1933.	4.4	46
3	Reconstructing Reflection Maps Using a Stacked-CNN for Mixed Reality Rendering. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 4073-4084.	4.4	14
4	Adaptive Light Estimation using Dynamic Filtering for Diverse Lighting Conditions. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 4097-4106.	4.4	10
5	Illumination Browser: An intuitive representation for radiance map databases. Computers and Graphics, 2022, 103, 101-108.	2.5	4
6	Shadow-based Light Detection for HDR Environment Maps. , 2020, , .		1