Jean-Marie Normand

List of Publications by Year
in descending order

		840776	839539
30 papers	1,307 citations	11 h-index	18 g-index
31 all docs	31 docs citations	31 times ranked	969 citing authors

#	Article	IF	Citations
1	Extending Body Space in Immersive Virtual Reality: A Very Long Arm Illusion. PLoS ONE, 2012, 7, e40867.	2.5	354
2	Multisensory Stimulation Can Induce an Illusion of Larger Belly Size in Immersive Virtual Reality. PLoS ONE, 2011, 6, e16128.	2.5	213
3	How to Build an Embodiment Lab: Achieving Body Representation Illusions in Virtual Reality. Frontiers in Robotics and AI, 2014, 1, .	3.2	174
4	Camera Control in Computer Graphics. Computer Graphics Forum, 2008, 27, 2197-2218.	3.0	127
5	Consumer perceptions and purchase behavior toward imperfect fruits and vegetables in an immersive virtual reality grocery store. Journal of Retailing and Consumer Services, 2019, 48, 28-40.	9.4	58
6	Effects of physical, non-immersive virtual, and immersive virtual store environments on consumers' perceptions and purchase behavior. Computers in Human Behavior, 2020, 110, 106374.	8.5	56
7	Virtual Camera Planning: A Survey. Lecture Notes in Computer Science, 2005, , 40-52.	1.3	49
8	A new typology of augmented reality applications. , 2012, , .		40
9	Full Body Acting Rehearsal in a Networked Virtual Environment â€" A Case Study. Presence: Teleoperators and Virtual Environments, 2012, 21, 229-243.	0.6	32
10	A Semantic Space Partitioning Approach to Virtual Camera Composition. Computer Graphics Forum, 2005, 24, 247-256.	3.0	27
11	A study on the use of an immersive virtual reality store to investigate consumer perceptions and purchase behavior toward non-standard fruits and vegetables. , 2017, , .		26
12	Acting Rehearsal in Collaborative Multimodal Mixed Reality Environments. Presence: Teleoperators and Virtual Environments, 2012, 21, 406-422.	0.6	25
13	Practical and Precise Projector-Camera Calibration. , 2016, , .		16
14	Influence of virtual objects' shadows and lighting coherence on distance perception in optical seeâ€through augmented reality. Journal of the Society for Information Display, 2020, 28, 117-135.	2.1	13
15	Beaming into the Rat World: Enabling Real-Time Interaction between Rat and Human Each at Their Own Scale. PLoS ONE, 2012, 7, e48331.	2.5	13
16	Can Retinal Projection Displays Improve Spatial Perception in Augmented Reality?. , 2020, , .		13
17	Influence of Being Embodied in an Obese Virtual Body on Shopping Behavior and Products Perception in VR. Frontiers in Robotics and AI, 2018, 5, 113.	3.2	11
18	Virtual Objects Look Farther on the Sides: The Anisotropy of Distance Perception in Virtual Reality. , 2019, , .		11

#	Article	IF	Citations
19	Studying Exocentric Distance Perception in Optical See-Through Augmented Reality. , 2019, , .		10
20	Local Geometric Consensus: A General Purpose Point Pattern-Based Tracking Algorithm. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 1299-1308.	4.4	7
21	Robust random dot markers. , 2014, , .		6
22	MAAP Annotate: When archaeology meets augmented reality for annotation of megalithic art. , 2017, , .		5
23	A study on differences in human perception between a real and an <scp>AR</scp> scene viewed in an <scp>OSTâ€HMD</scp>. Journal of the Society for Information Display, 2019, 27, 155-171.	2.1	5
24	Evaluation of facial expressions as an interaction mechanism and their impact on affect, workload and usability in an AR game. , 2017, , .		4
25	Real-Time Surface of Revolution Reconstruction on Dense SLAM. , 2016, , .		3
26	Direct and Indirect vSLAM Fusion for Augmented Reality. Journal of Imaging, 2021, 7, 141.	3.0	3
27	A branch and bound algorithm for numerical Max-CSP. Constraints, 2010, 15, 213-237.	0.7	2
28	Augmenting off-the-shelf paper maps using intersection detection and geographical information systems. , 2015, , .		2
29	Generation of variability in shape, aspect and time of 3D Fruits and Vegetables. , 2017, , .		1
30	A Tabu Search Method for Interval Constraints. Lecture Notes in Computer Science, 2008, , 372-376.	1.3	1