Jean-Marie Normand

List of Publications by Year
in descending order

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

#	Article	IF	Citations
1	Direct and Indirect vSLAM Fusion for Augmented Reality. Journal of Imaging, 2021, 7, 141.	3.0	3
2	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
3	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
4	Can Retinal Projection Displays Improve Spatial Perception in Augmented Reality?. , 2020, , .		13
5	Virtual Objects Look Farther on the Sides: The Anisotropy of Distance Perception in Virtual Reality. , 2019, , .		11
6	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
7	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
8	Studying Exocentric Distance Perception in Optical See-Through Augmented Reality. , 2019, , .		10
9	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
10	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
11	Evaluation of facial expressions as an interaction mechanism and their impact on affect, workload and usability in an AR game. , 2017, , .		4
12	MAAP Annotate: When archaeology meets augmented reality for annotation of megalithic art. , 2017, , .		5
13	Generation of variability in shape, aspect and time of 3D Fruits and Vegetables. , 2017, , .		1
14	Real-Time Surface of Revolution Reconstruction on Dense SLAM. , 2016, , .		3
15	Practical and Precise Projector-Camera Calibration. , 2016, , .		16
16	Augmenting off-the-shelf paper maps using intersection detection and geographical information systems. , 2015, , .		2
17	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
18	Robust random dot markers. , 2014, , .		6

#	Article	IF	Citations
19	How to Build an Embodiment Lab: Achieving Body Representation Illusions in Virtual Reality. Frontiers in Robotics and AI, 2014, 1, .	3.2	174
20	A new typology of augmented reality applications. , 2012, , .		40
21	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
22	Acting Rehearsal in Collaborative Multimodal Mixed Reality Environments. Presence: Teleoperators and Virtual Environments, 2012, 21, 406-422.	0.6	25
23	Extending Body Space in Immersive Virtual Reality: A Very Long Arm Illusion. PLoS ONE, 2012, 7, e40867.	2.5	354
24	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
25	Multisensory Stimulation Can Induce an Illusion of Larger Belly Size in Immersive Virtual Reality. PLoS ONE, 2011, 6, e16128.	2.5	213
26	A branch and bound algorithm for numerical Max-CSP. Constraints, 2010, 15, 213-237.	0.7	2
27	Camera Control in Computer Graphics. Computer Graphics Forum, 2008, 27, 2197-2218.	3.0	127
28	A Tabu Search Method for Interval Constraints. Lecture Notes in Computer Science, 2008, , 372-376.	1.3	1
29	A Semantic Space Partitioning Approach to Virtual Camera Composition. Computer Graphics Forum, 2005, 24, 247-256.	3.0	27
30	Virtual Camera Planning: A Survey. Lecture Notes in Computer Science, 2005, , 40-52.	1.3	49