

# Fernando Marson

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/813680/publications.pdf>

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9  
papers

84  
citations

1937685

4  
h-index

2272923

4  
g-index

10  
all docs

10  
docs citations

10  
times ranked

71  
citing authors

#	ARTICLE	IF	CITATIONS
1	Automatic Real-Time Generation of Floor Plans Based on Squarified Treemaps Algorithm. International Journal of Computer Games Technology, 2010, 2010, 1-10.	2.5	45
2	Procedural floor plan generation from building sketches. Visual Computer, 2015, 31, 753-763.	3.5	19
3	Semantic Crowds: Reusable Population for Virtual Worlds. Procedia Computer Science, 2012, 15, 122-139.	2.0	4
4	Real-Time Procedural Generation of Personalized Facade and Interior Appearances Based on Semantics. , 2015, , .		3
5	Procedural Hair Generation. , 2009, , .		2
6	Procedural floor plan generation from building sketches. , 2015, , .		2
7	CrowdVis. , 2013, , .		1
8	Pensamento Computacional no Ensino Superior: Relato de uma oficina com professores da Universidade do Vale do Rio dos Sinos. , 0, , .		1
9	A serious game to foster historical heritage memory. , 0, , .		0