Fernando Marson

List of Publications by Year in descending order

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1937685 2272923 9 84 4 4 citations h-index g-index papers 10 10 10 71 docs citations times ranked citing authors all docs

#	Article	IF	CITATIONS
1	Real-Time Procedural Generation of Personalized Facade and Interior Appearances Based on Semantics. , $2015, , .$		3
2	Procedural floor plan generation from building sketches. , 2015, , .		2
3	Procedural floor plan generation from building sketches. Visual Computer, 2015, 31, 753-763.	3.5	19
4	CrowdVis., 2013,,.		1
5	Semantic Crowds: Reusable Population for Virtual Worlds. Procedia Computer Science, 2012, 15, 122-139.	2.0	4
6	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
7	Procedural Hair Generation. , 2009, , .		2
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, , .		O