

Mateu Sbert

List of Publications by Year in descending order

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Version: 2024-02-01

183
papers

2,338
citations

318942

23
h-index

325983

40
g-index

191
all docs

191
docs citations

191
times ranked

1929
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----------|
| 1 | Generalizing the Balance Heuristic Estimator in Multiple Importance Sampling. Entropy, 2022, 24, 191. | 1.1 | 7 |
| 2 | A Bounded Measure for Estimating the Benefit of Visualization (Part I): Theoretical Discourse and Conceptual Evaluation. Entropy, 2022, 24, 228. | 1.1 | 5 |
| 3 | A Bounded Measure for Estimating the Benefit of Visualization (Part II): Case Studies and Empirical Evaluation. Entropy, 2022, 24, 282. | 1.1 | 3 |
| 4 | Histogram Ordering. IEEE Access, 2021, 9, 28785-28796. | 2.6 | 5 |
| 5 | Stochastic Order and Generalized Weighted Mean Invariance. Entropy, 2021, 23, 662. | 1.1 | 0 |
| 6 | Interpreting Social Accounting Matrix (SAM) as an Information Channel. Entropy, 2020, 22, 1346. | 1.1 | 1 |
| 7 | Gaze Information Channel in Van Gogh's Paintings. Entropy, 2020, 22, 540. | 1.1 | 2 |
| 8 | Stochastic Orders on Two-Dimensional Space: Application to Cross Entropy. Lecture Notes in Computer Science, 2020, , 28-40. | 1.0 | 1 |
| 9 | Color Channel Transfer for Image Dehazing. IEEE Signal Processing Letters, 2019, 26, 1413-1417. | 2.1 | 38 |
| 10 | Gaze Information Channel in Cognitive Comprehension of Poster Reading. Entropy, 2019, 21, 444. | 1.1 | 9 |
| 11 | Local Parallel Cross Pattern: A Color Texture Descriptor for Image Retrieval. Sensors, 2019, 19, 315. | 2.1 | 7 |
| 12 | Multiple importance sampling characterization by weighted mean invariance. Visual Computer, 2018, 34, 843-852. | 2.5 | 12 |
| 13 | A group-based signal filtering approach for trajectory abstraction and restoration. Neural Computing and Applications, 2018, 29, 371-387. | 3.2 | 2 |
| 14 | Some Order Preserving Inequalities for Cross Entropy and Kullback-Leibler Divergence. Entropy, 2018, 20, 959. | 1.1 | 5 |
| 15 | Pupillary Reactivity to Non-Photorealistic Rendering: A Case Study of Immersion in 3D Cinema. , 2018, , . | | 1 |
| 16 | Decolorization by Fusion. IEEE Access, 2018, 6, 64071-64084. | 2.6 | 3 |
| 17 | Multi-Exposure Image Fusion Based on Information-Theoretic Channel. , 2018, , . | | 2 |
| 18 | Gestural Interaction and Visual Illusion for Lower Limbs' Neuropathic Pain Treatment. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2018, 26, 2217-2225. | 2.7 | 5 |

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| 19 | Gaze Information Channel. Lecture Notes in Computer Science, 2018, , 575-585. | 1.0 | 2 |
| 20 | IBVis: Interactive Visual Analytics for Information Bottleneck Based Trajectory Clustering. Entropy, 2018, 20, 159. | 1.1 | 2 |
| 21 | A Survey of Viewpoint Selection Methods for Polygonal Models. Entropy, 2018, 20, 370. | 1.1 | 27 |
| 22 | CPRforblind: A video game to introduce cardiopulmonary resuscitation protocol to blind people. British Journal of Educational Technology, 2018, 49, 636-645. | 3.9 | 5 |
| 23 | Multiple importance sampling revisited: breaking the bounds. Eurasip Journal on Advances in Signal Processing, 2018, 2018, . | 1.0 | 20 |
| 24 | Random-valued impulse noise removal using adaptive ranked-ordered impulse detector. Journal of Electronic Imaging, 2018, 27, 1. | 0.5 | 4 |
| 25 | Shape exploration of 3D heterogeneous models based on cages. Multimedia Tools and Applications, 2017, 76, 12369-12390. | 2.6 | 3 |
| 26 | Tutorial on information theory in visualization. , 2017, , . | | 1 |
| 27 | Adaptive multiple importance sampling for general functions. Visual Computer, 2017, 33, 845-855. | 2.5 | 19 |
| 28 | Information measures for terrain visualization. Computers and Geosciences, 2017, 99, 9-18. | 2.0 | 6 |
| 29 | Augmented film narrative by use of non-photorealistic rendering. , 2017, , . | | 1 |
| 30 | Trajectory Shape Analysis and Anomaly Detection Utilizing Information Theory Tools. Entropy, 2017, 19, 323. | 1.1 | 13 |
| 31 | From 2D to 3D: A Case Study of NPR and Stereoscopic Cinema. Lecture Notes in Computer Science, 2017, , 87-98. | 1.0 | 2 |
| 32 | 30â€™%:â€™%2: A Game Designed to Promote the Cardiopulmonary Resuscitation Protocol. International Journal of Computer Games Technology, 2016, 2016, 1-14. | 1.6 | 10 |
| 33 | Selecting Video Key Frames Based on Relative Entropy and the Extreme Studentized Deviate Test. Entropy, 2016, 18, 73. | 1.1 | 12 |
| 34 | Key Frame Extraction Based on Motion Vector. Lecture Notes in Computer Science, 2016, , 387-395. | 1.0 | 3 |
| 35 | A necessary and sufficient condition for the inequality of generalized weighted means. Journal of Inequalities and Applications, 2016, 2016, . | 0.5 | 9 |
| 36 | Variance Analysis of Multiâ€™sample and Oneâ€™sample Multiple Importance Sampling. Computer Graphics Forum, 2016, 35, 451-460. | 1.8 | 13 |

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| 37 | Fast Agglomerative Information Bottleneck Based Trajectory Clustering. Lecture Notes in Computer Science, 2016, , 425-433. | 1.0 | 1 |
| 38 | Using a serious game to complement CPR instruction in a nurse faculty. Computer Methods and Programs in Biomedicine, 2015, 122, 282-291. | 2.6 | 85 |
| 39 | Surface reflectance characterization by statistical tools. , 2015, , . | | 5 |
| 40 | 3D shape retrieval using viewpoint informationâ€theoretic measures. Computer Animation and Virtual Worlds, 2015, 26, 147-156. | 0.7 | 3 |
| 41 | Fast TLS Denoising Algorithm Using Grid Technique. , 2015, , . | | 0 |
| 42 | Hierarchical clustering based on the information bottleneck method using a control process. Pattern Analysis and Applications, 2015, 18, 619-637. | 3.1 | 2 |
| 43 | XalBO: An Extension of aIB for Trajectory Clustering with Outlier. Lecture Notes in Computer Science, 2015, , 423-431. | 1.0 | 2 |
| 44 | Implementation of an Immersive Videogame. International Journal of Creative Interfaces and Computer Graphics, 2015, 6, 1-20. | 0.1 | 3 |
| 45 | View-Dependent Tessellation and Simulation of Ocean Surfaces. Scientific World Journal, The, 2014, 2014, 1-12. | 0.8 | 4 |
| 46 | Information Theory Tools for Image Processing. Synthesis Lectures on Computer Graphics and Animation, 2014, 6, 1-164. | 0.1 | 10 |
| 47 | Analysis of image informativeness measures. , 2014, , . | | 6 |
| 48 | Optimal combination of techniques in multiple importance sampling. , 2014, , . | | 16 |
| 49 | Browsing and exploration of video sequences: A new scheme for key frame extraction and 3D visualization using entropy based Jensen divergence. Information Sciences, 2014, 278, 736-756. | 4.0 | 39 |
| 50 | F-divergences driven video key frame extraction. , 2014, , . | | 7 |
| 51 | A New Scheme for Trajectory Visualization. , 2014, , . | | 4 |
| 52 | Overestimation and Underestimation Biases in Photon Mapping with Non-Constant Kernels. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1441-1450. | 2.9 | 5 |
| 53 | LISSA a serious game to teach CPR and use of AED. Resuscitation, 2014, 85, S72. | 1.3 | 11 |
| 54 | A novel approach for enhancing very dark image sequences. Signal Processing, 2014, 103, 309-330. | 2.1 | 19 |

| # | ARTICLE | IF | CITATIONS |
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| 55 | Reducing complexity in polygonal meshes with view-based saliency. Computer Aided Geometric Design, 2014, 31, 279-293. | 0.5 | 11 |
| 56 | Serious Games for e-Health Care. Gaming Media and Social Effects, 2014, , 127-146. | 0.7 | 28 |
| 57 | POST-PROCESSING EXPRESSIVE RENDERING EFFECTS FOR VISUAL DEFICIENCY. , 2014, , . | | 0 |
| 58 | Tsallis entropy-based information measures for shot boundary detection and keyframe selection. Signal, Image and Video Processing, 2013, 7, 507-520. | 1.7 | 25 |
| 59 | Information measures for object understanding. Signal, Image and Video Processing, 2013, 7, 467-478. | 1.7 | 4 |
| 60 | Simplification method for textured polygonal meshes based on structural appearance. Signal, Image and Video Processing, 2013, 7, 479-492. | 1.7 | 7 |
| 61 | Information Theory-Based Automatic Multimodal Transfer Function Design. IEEE Journal of Biomedical and Health Informatics, 2013, 17, 870-880. | 3.9 | 12 |
| 62 | Computer-aided image geometry analysis and subset selection for optimizing texture quality in photorealistic models. Computers and Geosciences, 2013, 52, 281-291. | 2.0 | 4 |
| 63 | Serious games for health. Entertainment Computing, 2013, 4, 231-247. | 1.8 | 211 |
| 64 | Flower modelling using natural interface and 3Gmap L-systems. , 2013, , . | | 0 |
| 65 | Smooth shadow boundaries with exponentially warped Gaussian filtering. Computers and Graphics, 2013, 37, 214-224. | 1.4 | 6 |
| 66 | Viewpoint information-theoretic measures for 3D shape similarity. , 2013, , . | | 0 |
| 67 | Post-processing NPR effects for video games. , 2013, , . | | 13 |
| 68 | An Informationâ€Theoretic Observation Channel for Volume Visualization. Computer Graphics Forum, 2013, 32, 411-420. | 1.8 | 13 |
| 69 | Modifying a game interface to take advantage of advanced I/O devices. , 2013, , . | | 3 |
| 70 | Multimodal Data Fusion Based on Mutual Information. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1574-1587. | 2.9 | 44 |
| 71 | The Framework of a Life Support Simulation Application. Procedia Computer Science, 2012, 15, 293-294. | 1.2 | 3 |
| 72 | Description and Solution of an Unreported Intrinsic Bias in Photon Mapping Density Estimation with Constant Kernel. Computer Graphics Forum, 2012, 31, 33-41. | 1.8 | 3 |

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| 73 | Energy-saving light positioning using heuristic search. <i>Engineering Applications of Artificial Intelligence</i> , 2012, 25, 566-582. | 4.3 | 11 |
| 74 | Rain Simulation in Dynamic Scenes. , 2012, , 291-305. | | 0 |
| 75 | Modeling of Flowers with Inverse Grammar Generation Interface. <i>International Journal of Creative Interfaces and Computer Graphics</i> , 2012, 3, 23-41. | 0.1 | 0 |
| 76 | Automatic Transfer Functions Based on Informational Divergence. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2011, 17, 1932-1941. | 2.9 | 42 |
| 77 | Information theory in computer graphics and visualization. , 2011, , . | | 0 |
| 78 | Multiresolution image registration based on tree data structures. <i>Graphical Models</i> , 2011, 73, 111-126. | 1.1 | 3 |
| 79 | Shadow map filtering with Gaussian shadow maps. , 2011, , . | | 3 |
| 80 | Tsallis Mutual Information for Document Classification. <i>Entropy</i> , 2011, 13, 1694-1707. | 1.1 | 26 |
| 81 | Tsallis Entropy for Geometry Simplification. <i>Entropy</i> , 2011, 13, 1805-1828. | 1.1 | 3 |
| 82 | Image Information in Digital Photography. <i>Lecture Notes in Computer Science</i> , 2011, , 122-131. | 1.0 | 4 |
| 83 | Rain Simulation in Dynamic Scenes. <i>International Journal of Creative Interfaces and Computer Graphics</i> , 2011, 2, 23-36. | 0.1 | 4 |
| 84 | Volumetric Ambient Occlusion for Real-Time Rendering and Games. <i>IEEE Computer Graphics and Applications</i> , 2010, 30, 70-79. | 1.0 | 29 |
| 85 | Volumetric ambient occlusion for volumetric models. <i>Visual Computer</i> , 2010, 26, 687-695. | 2.5 | 6 |
| 86 | Viewpoint information channel for illustrative volume rendering. <i>Computers and Graphics</i> , 2010, 34, 351-360. | 1.4 | 13 |
| 87 | Image registration by compression. <i>Information Sciences</i> , 2010, 180, 1121-1133. | 4.0 | 14 |
| 88 | Selection and 3D visualization of video key frames. , 2010, , . | | 4 |
| 89 | A new refinement criterion for adaptive sampling in path tracing. , 2010, , . | | 2 |
| 90 | Incremental Reuse of Paths in Random Walk Radiosity. <i>Lecture Notes in Computer Science</i> , 2010, , 379-386. | 1.0 | 1 |

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| 91 | Partial, multi-scale precomputed radiance transfer. , 2010, , . | | 0 |
| 92 | A new approach for very dark video denoising and enhancement. , 2010, , . | | 14 |
| 93 | Screen Space Soft Shadows. , 2010, , 477-491. | | 4 |
| 94 | Efficient Animation Rendering Based on Spatio-Temporal Coherence. , 2009, , . | | 1 |
| 95 | A unified information-theoretic framework for viewpoint selection and mesh saliency. ACM Transactions on Applied Perception, 2009, 6, 1-23. | 1.2 | 119 |
| 96 | Information Theory Tools for Computer Graphics. Synthesis Lectures on Computer Graphics and Animation, 2009, 4, 1-153. | 0.1 | 8 |
| 97 | Categorizing art: Comparing humans and computers. Computers and Graphics, 2009, 33, 484-495. | 1.4 | 48 |
| 98 | Image Segmentation Using Excess Entropy. Journal of Signal Processing Systems, 2009, 54, 205-214. | 1.4 | 19 |
| 99 | From obscurances to ambient occlusion: A survey. Visual Computer, 2009, 25, 181-196. | 2.5 | 39 |
| 100 | Specular Effects on the GPU: State of the Art. Computer Graphics Forum, 2009, 28, 1586-1617. | 1.8 | 8 |
| 101 | Image Segmentation Using Information Bottleneck Method. IEEE Transactions on Image Processing, 2009, 18, 1601-1612. | 6.0 | 44 |
| 102 | A New Approach to Salt-and-Pepper Noise Removal for Color Image. , 2009, , . | | 3 |
| 103 | Heuristic-Search-Based Light Positioning According to Irradiance Intervals. Lecture Notes in Computer Science, 2009, , 128-139. | 1.0 | 4 |
| 104 | Information Theory Tools for Viewpoint Selection, Mesh Saliency and Geometry Simplification. Studies in Computational Intelligence, 2009, , 41-61. | 0.7 | 0 |
| 105 | Viewpoint-based simplification using f-divergences. Information Sciences, 2008, 178, 2375-2388. | 4.0 | 21 |
| 106 | Improving Multipath Radiosity with Bundles of Parallel Lines. Computer Graphics Forum, 2008, 27, 1632-1646. | 1.8 | 0 |
| 107 | Efficient reuse of paths for random walk radiosity. Computers and Graphics, 2008, 32, 65-81. | 1.4 | 8 |
| 108 | Viewpoint-driven simplification using mutual information. Computers and Graphics, 2008, 32, 451-463. | 1.4 | 21 |

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| 109 | Informational Aesthetics Measures. IEEE Computer Graphics and Applications, 2008, 28, 24-34. | 1.0 | 116 |
| 110 | Viewpoint-Based Ambient Occlusion. IEEE Computer Graphics and Applications, 2008, 28, 44-51. | 1.0 | 13 |
| 111 | Similarity-Based Exploded Views. Lecture Notes in Computer Science, 2008, , 154-165. | 1.0 | 7 |
| 112 | GPU-Based Techniques for Global Illumination Effects. Synthesis Lectures on Computer Graphics and Animation, 2008, 2, 1-275. | 0.1 | 4 |
| 113 | Efficient Ray Tracing Using Interval Analysis. , 2008, , 1351-1360. | | 2 |
| 114 | A Novel Adaptive Sampling by Tsallis Entropy. , 2007, , . | | 7 |
| 115 | A New Approach to Impulse Noise Removal for Color Image. , 2007, , . | | 1 |
| 116 | Fast GPU-based reuse of paths in radiosity. Monte Carlo Methods and Applications, 2007, 13, . | 0.3 | 0 |
| 117 | A New Adaptive Sampling Technique for Monte Carlo Global Illumination. , 2007, , . | | 1 |
| 118 | A Generalised-Mutual-Information-Based Oracle for Hierarchical Radiosity. Lecture Notes in Computer Science, 2007, , 105-113. | 1.0 | 9 |
| 119 | Registration-Based Segmentation Using the Information Bottleneck Method. Lecture Notes in Computer Science, 2007, , 130-137. | 1.0 | 8 |
| 120 | Guaranteed Adaptive Antialiasing Using Interval Arithmetic. Lecture Notes in Computer Science, 2007, , 166-169. | 1.0 | 0 |
| 121 | A unified information theory framework for viewpoint selection and mesh saliency. , 2007, , . | | 0 |
| 122 | A New Way to Re-using Paths. , 2007, , 741-750. | | 3 |
| 123 | A Monte Carlo-Based Fiber Tracking Algorithm using Diffusion Tensor MRI. , 2006, , . | | 1 |
| 124 | Compression-based Image Registration. , 2006, , . | | 11 |
| 125 | Importance-Driven Focus of Attention. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 933-940. | 2.9 | 136 |
| 126 | Computational Aesthetics 2005 Eurographics Workshop on Computational Aesthetics in Graphics, Visualization and Imaging Girona, Spain, 18-20 May 2005. Computer Graphics Forum, 2006, 25, 145-146. | 1.8 | 5 |

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| 127 | Realtime automatic selection of good molecular views. Computers and Graphics, 2006, 30, 98-110. | 1.4 | 21 |
| 128 | Adaptive sampling based on fuzzy inference. , 2006, , . | | 1 |
| 129 | Fuzziness Driven Adaptive Sampling for Monte Carlo Global Illuminated Rendering. Lecture Notes in Computer Science, 2006, , 148-159. | 1.0 | 3 |
| 130 | Systematic Sampling in Image-Synthesis. Lecture Notes in Computer Science, 2006, , 449-458. | 1.0 | 1 |
| 131 | Techniques for Computing Viewpoint Entropy of a 3D Scene. Lecture Notes in Computer Science, 2006, , 263-270. | 1.0 | 10 |
| 132 | Medical Image Registration Based on BSP and Quad-Tree Partitioning. Lecture Notes in Computer Science, 2006, , 1-8. | 1.0 | 2 |
| 133 | High-Dimensional Normalized Mutual Information for Image Registration Using Random Lines. Lecture Notes in Computer Science, 2006, , 264-271. | 1.0 | 23 |
| 134 | Improving the Interval Ray Tracing of Implicit Surfaces. Lecture Notes in Computer Science, 2006, , 655-664. | 1.0 | 11 |
| 135 | Medical image registration based on random line sampling. , 2005, , . | | 6 |
| 136 | Point sampling with uniformly distributed lines. , 2005, , . | | 6 |
| 137 | Point-Based Modeling from a Single Image. Lecture Notes in Computer Science, 2004, , 245-251. | 1.0 | 1 |
| 138 | Reusing paths in radiosity and global illumination. Monte Carlo Methods and Applications, 2004, 10, . | 0.3 | 3 |
| 139 | Fast Multipath Radiosity using Hierarchical Subscenes. Computer Graphics Forum, 2004, 23, 43-53. | 1.8 | 3 |
| 140 | Real-time Light Animation. Computer Graphics Forum, 2004, 23, 291-299. | 1.8 | 9 |
| 141 | Combined Correlated and Importance Sampling in Direct Light Source Computation and Environment Mapping. Computer Graphics Forum, 2004, 23, 585-593. | 1.8 | 15 |
| 142 | Combining light animation with obscurances for glossy environments. Computer Animation and Virtual Worlds, 2004, 15, 463-470. | 0.7 | 1 |
| 143 | Bandwidth reduction for remote navigation systems through view prediction and progressive transmission. Future Generation Computer Systems, 2004, 20, 1251-1262. | 4.9 | 4 |
| 144 | Medical Image Segmentation Based on Mutual Information Maximization. Lecture Notes in Computer Science, 2004, , 135-142. | 1.0 | 21 |

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| 145 | Automatic View Selection Using Viewpoint Entropy and its Application to Image-Based Modelling. Computer Graphics Forum, 2003, 22, 689-700. | 1.8 | 139 |
| 146 | Fast, realistic lighting for video games. IEEE Computer Graphics and Applications, 2003, 23, 54-64. | 1.0 | 47 |
| 147 | Fast Adaptive Selection of Best Views. Lecture Notes in Computer Science, 2003, , 295-305. | 1.0 | 9 |
| 148 | Real-time obscurances with color bleeding. , 2003, , . | | 15 |
| 149 | Combining global and local global-illumination algorithms. , 2003, , . | | 3 |
| 150 | Perception-Based Illumination Information Measurement and Light Source Placement. Lecture Notes in Computer Science, 2003, , 306-316. | 1.0 | 11 |
| 151 | A Multiple Depth Buffer Implementation for Radiosity. Lecture Notes in Computer Science, 2003, , 346-355. | 1.0 | 1 |
| 152 | Information-Theory-Based Oracles for Hierarchical Radiosity. Lecture Notes in Computer Science, 2003, , 275-284. | 1.0 | 1 |
| 153 | Optimal ray shooting in Monte Carlo radiosity. Computers and Graphics, 2002, 26, 351-354. | 1.4 | 2 |
| 154 | Image-Based Modeling Using Viewpoint Entropy. , 2002, , 267-279. | | 7 |
| 155 | A hardware based implementation. , 2002, , 377-388. | | 3 |
| 156 | New Contrast Measures for Pixel Supersampling. , 2002, , 439-451. | | 14 |
| 157 | Bandwidth Reduction Techniques for Remote Navigation Systems. Lecture Notes in Computer Science, 2002, , 249-257. | 1.0 | 1 |
| 158 | Optimal Absorption Probabilities for Random Walk Radiosity. Graphical Models, 2000, 62, 56-70. | 1.1 | 1 |
| 159 | Extended Ambient Term. Journal of Graphics Tools, 2000, 5, 1-7. | 0.5 | 5 |
| 160 | Application of Quasi-Monte Carlo Sampling to the Multi Path Method for Radiosity. , 2000, , 163-176. | | 2 |
| 161 | Weighted Importance Sampling Techniques for Monte Carlo Radiosity. Eurographics, 2000, , 35-46. | 0.4 | 11 |
| 162 | An Information Theory Framework for the Analysis of Scene Complexity. Computer Graphics Forum, 1999, 18, 95-106. | 1.8 | 33 |

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| 163 | Information Theory Tools for Scene Discretization. Eurographics, 1999, , 95-106. | 0.4 | 1 |
| 164 | Gathering for Free in Random Walk Radiosity. Eurographics, 1999, , 89-94. | 0.4 | 0 |
| 165 | Random walk radiosity with infinite path length. Computers and Graphics, 1998, 22, 161-166. | 1.4 | 0 |
| 166 | Hierarchical Monte Carlo Radiosity. Eurographics, 1998, , 259-268. | 0.4 | 18 |
| 167 | A new Form Factor Analogy and its Application to Stochastic Global Illumination Algorithms. Eurographics, 1998, , 35-44. | 0.4 | 2 |
| 168 | Optimal Source Selection in Shooting Random Walk Monte Carlo Radiosity. Computer Graphics Forum, 1997, 16, C301-C308. | 1.8 | 4 |
| 169 | Error and complexity of random walk Monte Carlo radiosity. IEEE Transactions on Visualization and Computer Graphics, 1997, 3, 23-38. | 2.9 | 14 |
| 170 | Optimal Source Selection in Shooting Random Walk Monte Carlo Radiosity. Computer Graphics Forum, 1997, 16, C301. | 1.8 | 0 |
| 171 | Global multipath Monte Carlo algorithms for radiosity. Visual Computer, 1996, 12, 47-61. | 2.5 | 25 |
| 172 | The Multi-Frame Lighting Method: A Monte Carlo Based Solution for Radiosity in Dynamic Environments. Eurographics, 1996, , 185-194. | 0.4 | 9 |
| 173 | Global multipath Monte Carlo algorithms for radiosity. Visual Computer, 1996, 12, 47-61. | 2.5 | 6 |
| 174 | Global Monte Carlo. A Progressive Solution. Eurographics, 1995, , 231-239. | 0.4 | 6 |
| 175 | An Integral Geometry Based Method for Fast Form-Factor Computation. Computer Graphics Forum, 1993, 12, 409-420. | 1.8 | 36 |
| 176 | An information theoretic framework for image segmentation. , 0, , . | | 12 |
| 177 | Random walk radiosity with generalized absorption probabilities. , 0, , . | | 1 |
| 178 | View-dependent information theory quality measures for pixel sampling and scene discretization in flatland. , 0, , . | | 1 |
| 179 | Reuse of paths in light source animation. , 0, , . | | 2 |
| 180 | Shape complexity based on mutual information. , 0, , . | | 13 |

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|-----|--------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----------|
| 181 | Estimation of the Probability of Congestion Using Monte Carlo Method in OPS Networks. , 0, , . | | 0 |
| 182 | Marker-Based Framework for Structural Health Monitoring of Civil Infrastructure. Applied Mechanics and Materials, 0, 378, 539-545. | 0.2 | 1 |
| 183 | Test Installation of a Marker-Based Framework for Structural Health Monitoring of Bridges. Applied Mechanics and Materials, 0, 477-478, 813-816. | 0.2 | 0 |