

David M Hoffman

List of Publications by Year in descending order

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Version: 2024-02-01

26
papers

2,250
citations

840119

11
h-index

610482

24
g-index

26
all docs

26
docs citations

26
times ranked

1319
citing authors

#	ARTICLE	IF	CITATIONS
1	Effect of latency on simulator sickness in smartphone virtual reality. Journal of the Society for Information Display, 2021, 29, 561-572.	0.8	3
2	A perceptual eyebox for near-eye displays. Optics Express, 2020, 28, 38008.	1.7	17
3	31â€1: Distinguished Paper: Measurement and Categorization of Alternate Subpixel Layout Nearâ€Eye Display Systems. Digest of Technical Papers SID International Symposium, 2019, 50, 426-429.	0.1	0
4	Aligning content rendering resolution and feature size with display capability in nearâ€eye display systems. Journal of the Society for Information Display, 2019, 27, 207-222.	0.8	6
5	Temporal Requirements for VR Displays to Create a More Comfortable and Immersive Visual Experience. Information Display, 2019, 35, 9-39.	0.1	6
6	Limits of peripheral acuity and implications for VR system design. Journal of the Society for Information Display, 2018, 26, 483-495.	0.8	11
7	Efficacy of global dimming backlight and highâ€contrast liquid crystal panel for highâ€dynamicâ€range displays. Journal of the Society for Information Display, 2017, 25, 283-294.	0.8	2
8	75â€2: <i>Invited Paper</i>: Large Scale Subjective Evaluation of Display Stream Compression. Digest of Technical Papers SID International Symposium, 2017, 48, 1101-1104.	0.1	11
9	81â€2: Visual Quality of Global Dimming Backlight with High Contrast Liquid Crystal Panel for High Dynamic Range Displays. Digest of Technical Papers SID International Symposium, 2017, 48, 1184-1187.	0.1	2
10	59-2:<i>Distinguished Paper</i>: The Role of Local Dimming Density, Native Panel Contrast, and Glare Sources in the Visual Quality of HDR Displays. Digest of Technical Papers SID International Symposium, 2016, 47, 802-805.	0.1	2
11	The importance of native panel contrast and local dimming density on perceived image quality of high dynamic range displays. Journal of the Society for Information Display, 2016, 24, 216-228.	0.8	28
12	3D Displays. Annual Review of Vision Science, 2016, 2, 397-435.	2.3	47
13	Motion artifacts on 240-Hz OLED stereoscopic 3D displays. Journal of the Society for Information Display, 2014, 22, 393-403.	0.8	8
14	240â€Hz OLED technology properties that can enable improved image quality. Journal of the Society for Information Display, 2014, 22, 346-356.	0.8	13
15	55.1: <i>Distinguished Paper</i>: Motion Artifacts on 240Hz OLED Stereoscopic 3D Displays. Digest of Technical Papers SID International Symposium, 2014, 45, 797-800.	0.1	1
16	A new standard method of subjective assessment of barely visible image artifacts and a new public database. Journal of the Society for Information Display, 2014, 22, 631-643.	0.8	26
17	Temporal presentation protocols in stereoscopic displays: Flicker visibility, perceived motion, and perceived depth. Journal of the Society for Information Display, 2011, 19, 271-297.	0.8	53
18	The zone of comfort: Predicting visual discomfort with stereo displays. Journal of Vision, 2011, 11, 11-11.	0.1	472

#	ARTICLE	IF	CITATIONS
19	Visual discomfort with stereo displays: effects of viewing distance and direction of vergence-accommodation conflict. Proceedings of SPIE, 2011, 7863, 78630P1-78630P9.	0.8	58
20	Temporal presentation protocols in stereoscopic displays: Flicker visibility, perceived motion, and perceived depth. Journal of the Society for Information Display, 2011, 19, 255.	0.8	5
21	44.4: <i>Invited Paper</i>: A Novel Stereo Display that Presents Nearly Correct Focus Cues. Digest of Technical Papers SID International Symposium, 2010, 41, 665-668.	0.1	3
22	Focus information is used to interpret binocular images. Journal of Vision, 2010, 10, 13-13.	0.1	36
23	Stereo display with time-multiplexed focal adjustment. , 2009, 7237, 72370R.		2
24	High-speed switchable lens enables the development of a volumetric stereoscopic display. Optics Express, 2009, 17, 15716.	1.7	233
25	Vergenceâ€™accommodation conflicts hinder visual performance and cause visual fatigue. Journal of Vision, 2008, 8, 33.	0.1	1,201
26	Consequences of Incorrect Focus Cues in Stereo Displays. Journal of the Society for Information Display, 2008, 24, 7.	0.8	4