

João Luiz Dhl Comba

List of Publications by Year in descending order

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Version: 2024-02-01

26
papers

379
citations

840776

11
h-index

794594

19
g-index

27
all docs

27
docs citations

27
times ranked

366
citing authors

#	ARTICLE	IF	CITATIONS
1	Hardware-Assisted Visibility Sorting for Unstructured Volume Rendering. IEEE Transactions on Visualization and Computer Graphics, 2005, 11, 285-295.	4.4	91
2	A survey of raster-based transparency techniques. Computers and Graphics, 2011, 35, 1023-1034.	2.5	37
3	Visual analysis of bike-sharing systems. Computers and Graphics, 2016, 60, 119-129.	2.5	30
4	Practical CFD Simulations on Programmable Graphics Hardware using SMAC+. Computer Graphics Forum, 2005, 24, 715-728.	3.0	25
5	Exploring Traffic Dynamics in Urban Environments Using Vector-Valued Functions. Computer Graphics Forum, 2015, 34, 161-170.	3.0	25
6	Visualizing intracardiac atrial fibrillation electrograms using spectral analysis. Computing in Science and Engineering, 2013, 15, 79-87.	1.2	22
7	An adaptive framework for visualizing unstructured grids with time-varying scalar fields. Parallel Computing, 2007, 33, 391-405.	2.1	18
8	Efficient Parallel Vectors Feature Extraction from Higher-Order Data. Computer Graphics Forum, 2011, 30, 751-760.	3.0	16
9	Modeling the discharge of cuttings and drilling fluids in a deep-water environment. Deep-Sea Research Part II: Topical Studies in Oceanography, 2009, 56, 12-21.	1.4	15
10	Marching Cubes without Skinny Triangles. Computing in Science and Engineering, 2009, 11, 82-87.	1.2	13
11	Streaming-Enabled Parallel Dataflow Architecture for Multicore Systems. Computer Graphics Forum, 2010, 29, 1073-1082.	3.0	13
12	Quantitative Comparison of Time-Dependent Treemaps. Computer Graphics Forum, 2020, 39, 393-404.	3.0	13
13	How do soccer teams coordinate consecutive passes? A visual analytics system for analysing the complexity of passing sequences using soccer flow motifs. Computers and Graphics, 2019, 84, 122-133.	2.5	11
14	Edge Groups: An Approach to Understanding the Mesh Quality of Marching Methods. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 1651-1666.	4.4	10
15	Efficient and Quality Contouring Algorithms on the GPU. Computer Graphics Forum, 2010, 29, 2569-2578.	3.0	8
16	Memory-optimized order-independent transparency with Dynamic Fragment Buffer. Computers and Graphics, 2014, 38, 1-9.	2.5	8
17	Real-Time Exploration of Large Spatiotemporal Datasets Based on Order Statistics. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 3314-3326.	4.4	6
18	Measuring Statistical Geometric Properties of Tomographic Images of Soils. IEEE Transactions on Instrumentation and Measurement, 2008, 57, 2502-2512.	4.7	5

#	ARTICLE	IF	CITATIONS
19	Approximate onâ€Surface Distance Computation using Quasiâ€Developable Charts. Computer Graphics Forum, 2009, 28, 1781-1789.	3.0	3
20	Streaming-Enabled Parallel Data Flow Framework in the Visualization ToolKit. Computing in Science and Engineering, 2011, 13, 72-83.	1.2	3
21	ISP: An Optimal Out-of-Core Image-Set Processing Streaming Architecture for Parallel Heterogeneous Systems. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 838-851.	4.4	3
22	QDS-COVID: A visual analytics system for interactive exploration of millions of COVID-19 healthcare records in Brazil. Applied Soft Computing Journal, 2022, 124, 109093.	7.2	3
23	Geodesic-driven visual effects over complex surfaces. Visual Computer, 2011, 27, 917-928.	3.5	1
24	2009 Eurographics Symposium on Parallel Graphics and Visualization. Computer Graphics Forum, 2009, 28, 1725-1725.	3.0	0
25	A Weighted Delaunay Triangulation Framework for Merging Triangulations in a Connectivity Oblivious Fashion. Computer Graphics Forum, 2014, 33, 18-30.	3.0	0
26	Measuring phenology uncertainty with large scale image processing. Ecological Informatics, 2020, 59, 101109.	5.2	0