

Rae Earnshaw

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9637106/publications.pdf>

Version: 2024-02-01

13
papers

117
citations

1684188

5
h-index

1372567

10
g-index

14
all docs

14
docs citations

14
times ranked

63
citing authors

#	ARTICLE	IF	CITATIONS
1	A new renaissance for creativity in technology and the arts in the context of virtual worlds. Visual Computer, 2021, 37, 2921-2929.	3.5	3
2	The future of computing – The implications for society of technology forecasting and the Kurzweil singularity. , 2015, , .		4
3	Collaborative research in art, design and new media - challenges and opportunities. , 2015, , .		6
4	Editor’s introduction to special issue of TVC on Cyberworlds 2009. Visual Computer, 2010, 26, 295-296.	3.5	0
5	The MOBO City: A Mobile Game Package for Technical Language Learning. International Journal of Interactive Mobile Technologies, 2009, 3, 19.	1.2	22
6	Guest Editors' Introduction: Discovering the Unexpected. IEEE Computer Graphics and Applications, 2007, 27, 15-19.	1.2	31
7	Enhanced avatar control using neural networks. Virtual Reality, 2000, 5, 47-53.	6.1	2
8	A constrained inverse kinematics technique for real-time motion capture animation. Visual Computer, 1999, 15, 413-425.	3.5	8
9	Human-centered computing, online communities and virtual environments. Computer Graphics, 1999, 33, 42-62.	0.1	16
10	Computer Graphics in Rapid Prototyping Technology [Guest Editor's Introduction]. IEEE Computer Graphics and Applications, 1995, 15, 17-19.	1.2	3
11	Scientific Visualization at the University of Leeds. Computer Graphics, 1992, 26, 183.	0.1	1
12	Line tracking for incremental plotters. Computer Journal, 1980, 23, 46-52.	2.4	19
13	Is APL a viable programming language?. Computer Journal, 1975, 18, 318-323.	2.4	2