

Peter KÄjn

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9688789/publications.pdf>

Version: 2024-02-01

15
papers

150
citations

1478505

6
h-index

1588992

8
g-index

15
all docs

15
docs citations

15
times ranked

94
citing authors

#	ARTICLE	IF	CITATIONS
1	DeepLight: light source estimation for augmented reality using deep learning. Visual Computer, 2019, 35, 873-883.	3.5	27
2	EarVR: Using Ear Haptics in Virtual Reality for Deaf and Hard-of-Hearing People. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2084-2093.	4.4	23
3	Automatic Furniture Arrangement Using Greedy Cost Minimization. , 2018, , .		16
4	Differential Irradiance Caching for fast high-quality light transport between virtual and real worlds. , 2013, , .		15
5	Automated interior design using a genetic algorithm. , 2017, , .		13
6	Integrated multi-objective evolutionary optimization of production layout scenarios for parametric structural design of flexible industrial buildings. Journal of Building Engineering, 2022, 46, 103766.	3.4	12
7	Effects of Using Vibrotactile Feedback on Sound Localization by Deaf and Hard-of-Hearing People in Virtual Environments. Electronics (Switzerland), 2021, 10, 2794.	3.1	8
8	High-Quality Consistent Illumination in Mobile Augmented Reality by Radiance Convolution on the GPU. Lecture Notes in Computer Science, 2015, , 574-585.	1.3	7
9	Juggling in VR: Advantages of Immersive Virtual Reality in Juggling Learning. , 2019, , .		7
10	Automatic Interior Design in Augmented Reality Based on Hierarchical Tree of Procedural Rules. Electronics (Switzerland), 2021, 10, 245.	3.1	7
11	Multi-modal Spatial Object Localization in Virtual Reality for Deaf and Hard-of-Hearing People. , 2021, , .		5
12	Head Up Visualization of Spatial Sound Sources in Virtual Reality for Deaf and Hard-of-Hearing People. , 2021, , .		4
13	Egocentric Network Exploration for Immersive Analytics. Computer Graphics Forum, 2021, 40, 241-252.	3.0	4
14	Differential Progressive Path Tracing for High-Quality Previsualization and Relighting in Augmented Reality. Lecture Notes in Computer Science, 2013, , 328-338.	1.3	2
15	Precomputed fast rejection ray-triangle intersection. Graphics and Visual Computing, 2022, , 200047.	1.1	0