

# Dinesh Manocha

## List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

405  
papers

11,002  
citations

50  
h-index

86  
g-index

433  
ext. papers

13,690  
ext. citations

3.4  
avg, IF

6.62  
L-index

#	Paper	IF	Citations
405	GamePlan: Game-Theoretic Multi-Agent Planning With Human Drivers at Intersections, Roundabouts, and Merging. <i>IEEE Robotics and Automation Letters</i> , <b>2022</b> , 7, 2676-2683	4.2	4
404	CoMet: Modeling Group Cohesion for Socially Compliant Robot Navigation in Crowded Scenes. <i>IEEE Robotics and Automation Letters</i> , <b>2022</b> , 7, 1008-1015	4.2	1
403	Spoken language interaction with robots: Recommendations for future research. <i>Computer Speech and Language</i> , <b>2022</b> , 71, 101255	2.8	4
402	Sound Synthesis, Propagation, and Rendering. <i>Synthesis Lectures on Visual Computing</i> , <b>2022</b> , 11, 1-110		
401	B-GAP: Behavior-Rich Simulation and Navigation for Autonomous Driving. <i>IEEE Robotics and Automation Letters</i> , <b>2022</b> , 7, 4718-4725	4.2	2
400	Image-Goal Navigation in Complex Environments via Modular Learning. <i>IEEE Robotics and Automation Letters</i> , <b>2022</b> , 1-1	4.2	0
399	N-Cloth: Predicting 3D Cloth Deformation with Mesh-Based Networks. <i>Computer Graphics Forum</i> , <b>2022</b> , 41, 547-558	2.4	1
398	V-RVO: Decentralized Multi-Agent Collision Avoidance using Voronoi Diagrams and Reciprocal Velocity Obstacles <b>2021</b> ,		3
397	COVID surveillance robot: Monitoring social distancing constraints in indoor scenarios. <i>PLoS ONE</i> , <b>2021</b> , 16, e0259713	3.7	13
396	Using Graph-Theoretic Machine Learning to Predict Human Driver Behavior. <i>IEEE Transactions on Intelligent Transportation Systems</i> , <b>2021</b> , 1-14	6.1	3
395	SelfDeco: Self-Supervised Monocular Depth Completion in Challenging Indoor Environments <b>2021</b> ,		1
394	Learning Acoustic Scattering Fields for Dynamic Interactive Sound Propagation <b>2021</b> ,		1
393	Text2Gestures: A Transformer-Based Network for Generating Emotive Body Gestures for Virtual Agents <b>2021</b> ,		4
392	Reinforcement Learning-Based Visual Navigation With Information-Theoretic Regularization. <i>IEEE Robotics and Automation Letters</i> , <b>2021</b> , 6, 731-738	4.2	6
391	SwarmCCO: Probabilistic Reactive Collision Avoidance for Quadrotor Swarms Under Uncertainty. <i>IEEE Robotics and Automation Letters</i> , <b>2021</b> , 6, 2437-2444	4.2	2
390	Multimodal and Context-Aware Emotion Perception Model With Multiplicative Fusion. <i>IEEE MultiMedia</i> , <b>2021</b> , 28, 67-75	2.1	1
389	ARC: Alignment-based Redirection Controller for Redirected Walking in Complex Environments. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2021</b> , 27, 2535-2544	4	5

388	An autonomous excavator system for material loading tasks. <i>Science Robotics</i> , <b>2021</b> , 6,	18.6	11
387	Heter-Sim: Heterogeneous Multi-Agent Systems Simulation by Interactive Data-Driven Optimization. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2021</b> , 27, 1953-1966	4	15
386	Autonomous Social Distancing in Urban Environments Using a Quadruped Robot. <i>IEEE Access</i> , <b>2021</b> , 9, 8392-8403	3.5	10
385	Redirected Walking in Static and Dynamic Scenes Using Visibility Polygons. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2021</b> , 27, 4267-4277	4	3
384	Solving Chance-Constrained Optimization Under Nonparametric Uncertainty Through Hilbert Space Embedding. <i>IEEE Transactions on Control Systems Technology</i> , <b>2021</b> , 1-16	4.8	3
383	OF-VO: Efficient Navigation Among Pedestrians Using Commodity Sensors. <i>IEEE Robotics and Automation Letters</i> , <b>2021</b> , 6, 6148-6155	4.2	3
382	Towards Target-Driven Visual Navigation in Indoor Scenes via Generative Imitation Learning. <i>IEEE Robotics and Automation Letters</i> , <b>2021</b> , 6, 175-182	4.2	10
381	AgentDress: Realtime Clothing Synthesis for Virtual Agents using Plausible Deformations. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2021</b> , 27, 4107-4118	4	0
380	Realtime Simulation of Thin-Shell Deformable Materials Using CNN-Based Mesh Embedding. <i>IEEE Robotics and Automation Letters</i> , <b>2020</b> , 5, 2325-2332	4.2	6
379	Forecasting Trajectory and Behavior of Road-Agents Using Spectral Clustering in Graph-LSTMs. <i>IEEE Robotics and Automation Letters</i> , <b>2020</b> , 5, 4882-4890	4.2	29
378	DCAD: Decentralized Collision Avoidance With Dynamics Constraints for Agile Quadrotor Swarms. <i>IEEE Robotics and Automation Letters</i> , <b>2020</b> , 5, 1191-1198	4.2	13
377	DGaze: CNN-Based Gaze Prediction in Dynamic Scenes. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2020</b> , 26, 1902-1911	4	14
376	Reactive Navigation Under Non-Parametric Uncertainty Through Hilbert Space Embedding of Probabilistic Velocity Obstacles. <i>IEEE Robotics and Automation Letters</i> , <b>2020</b> , 5, 2690-2697	4.2	8
375	Efficient Probabilistic Collision Detection for Non-Gaussian Noise Distributions. <i>IEEE Robotics and Automation Letters</i> , <b>2020</b> , 5, 1024-1031	4.2	5
374	Scene-Aware Audio Rendering via Deep Acoustic Analysis. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2020</b> , 26, 1991-2001	4	5
373	ProxEmo: Gait-based Emotion Learning and Multi-view Proxemic Fusion for Socially-Aware Robot Navigation <b>2020</b> ,		8
372	CMetric: A Driving Behavior Measure using Centrality Functions <b>2020</b> ,		8
371	Crowd-Steer: Realtime Smooth and Collision-Free Robot Navigation in Densely Crowded Scenarios Trained using High-Fidelity Simulation <b>2020</b> ,		5

370	NeoNav: Improving the Generalization of Visual Navigation via Generating Next Expected Observations. <i>Proceedings of the AAAI Conference on Artificial Intelligence</i> , <b>2020</b> , 34, 10001-10008	5	5
369	Take an Emotion Walk: Perceiving Emotions from Gaits Using Hierarchical Attention Pooling and Affective Mapping. <i>Lecture Notes in Computer Science</i> , <b>2020</b> , 145-163	0.9	3
368	GraphRQI: Classifying Driver Behaviors Using Graph Spectrums <b>2020</b> ,		1
367	DenseCAvoid: Real-time Navigation in Dense Crowds using Anticipatory Behaviors <b>2020</b> ,		12
366	. <i>IEEE Robotics and Automation Letters</i> , <b>2020</b> , 5, 4352-4359	4.2	10
365	New Formulation of Mixed-Integer Conic Programming for Globally Optimal Grasp Planning. <i>IEEE Robotics and Automation Letters</i> , <b>2020</b> , 1-1	4.2	2
364	EmotiCon: Context-Aware Multimodal Emotion Recognition Using Fregeß Principle <b>2020</b> ,		25
363	Emotion-Based Crowd Simulation Model Based on Physical Strength Consumption for Emergency Scenarios. <i>IEEE Transactions on Intelligent Transportation Systems</i> , <b>2020</b> , 1-15	6.1	2
362	Grasping Fragile Objects Using A Stress-Minimization Metric <b>2020</b> ,		3
361	STEP: Spatial Temporal Graph Convolutional Networks for Emotion Perception from Gaits. <i>Proceedings of the AAAI Conference on Artificial Intelligence</i> , <b>2020</b> , 34, 1342-1350	5	15
360	M3ER: Multiplicative Multimodal Emotion Recognition using Facial, Textual, and Speech Cues. <i>Proceedings of the AAAI Conference on Artificial Intelligence</i> , <b>2020</b> , 34, 1359-1367	5	28
359	Transferring Grasp Configurations using Active Learning and Local Replanning <b>2019</b> ,		6
358	TrafficPredict: Trajectory Prediction for Heterogeneous Traffic-Agents. <i>Proceedings of the AAAI Conference on Artificial Intelligence</i> , <b>2019</b> , 33, 6120-6127	5	115
357	Fast Motion Planning for High-DOF Robot Systems Using Hierarchical System Identification <b>2019</b> ,		3
356	LSwarm: Efficient Collision Avoidance for Large Swarms With Coverage Constraints in Complex Urban Scenes. <i>IEEE Robotics and Automation Letters</i> , <b>2019</b> , 4, 3940-3947	4.2	14
355	FVA: Modeling Perceived Friendliness of Virtual Agents Using Movement Characteristics. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2019</b> , 25, 3135-3145	4	7
354	Pedestrian Dominance Modeling for Socially-Aware Robot Navigation <b>2019</b> ,		7
353	Getting Robots Unfrozen and Unlost in Dense Pedestrian Crowds. <i>IEEE Robotics and Automation Letters</i> , <b>2019</b> , 4, 1178-1185	4.2	23

352	Safe Navigation With Human Instructions in Complex Scenes. <i>IEEE Robotics and Automation Letters</i> , <b>2019</b> , 4, 753-760	4.2	9
351	LCrowdV: Generating labeled videos for pedestrian detectors training and crowd behavior learning. <i>Neurocomputing</i> , <b>2019</b> , 337, 1-14	5.4	4
350	Receiver placement for speech enhancement using sound propagation optimization. <i>Applied Acoustics</i> , <b>2019</b> , 155, 53-62	3.1	2
349	AADS: Augmented autonomous driving simulation using data-driven algorithms. <i>Science Robotics</i> , <b>2019</b> , 4,	18.6	40
348	Cloth Manipulation Using Random-Forest-Based Imitation Learning. <i>IEEE Robotics and Automation Letters</i> , <b>2019</b> , 4, 2086-2093	4.2	11
347	TexNN: Fast Texture Encoding Using Neural Networks. <i>Computer Graphics Forum</i> , <b>2019</b> , 38, 328-339	2.4	1
346	Realtime Hand-Object Interaction Using Learned Grasp Space for Virtual Environments. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2019</b> , 25, 2623-2635	4	5
345	Recurrent 3D attentional networks for end-to-end active object recognition. <i>Computational Visual Media</i> , <b>2019</b> , 5, 91-104	3.9	6
344	Diffraction-Aware Sound Localization for a Non-Line-of-Sight Source <b>2019</b> ,		3
343	3-D Deformable Object Manipulation Using Deep Neural Networks. <i>IEEE Robotics and Automation Letters</i> , <b>2019</b> , 4, 4255-4261	4.2	24
342	EVA: Generating Emotional Behavior of Virtual Agents using Expressive Features of Gait and Gaze <b>2019</b> ,		5
341	RobustTP: End-to-End Trajectory Prediction for Heterogeneous Road-Agents in Dense Traffic with Noisy Sensor Inputs <b>2019</b> ,		11
340	Inferring User Intent using Bayesian Theory of Mind in Shared Avatar-Agent Virtual Environments. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2019</b> , 25, 2113-2122	4	6
339	SGaze: A Data-Driven Eye-Head Coordination Model for Realtime Gaze Prediction. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2019</b> , 25, 2002-2010	4	14
338	Generating Grasp Poses for a High-DOF Gripper Using Neural Networks <b>2019</b> ,		17
337	TZC: Efficient Inter-Process Communication for Robotics Middleware with Partial Serialization <b>2019</b> ,		4
336	ACSEE: Antagonistic Crowd Simulation Model with Emotional Contagion and Evolutionary Game Theory. <i>IEEE Transactions on Affective Computing</i> , <b>2019</b> , 1-1	5.7	16
335	TraPHic: Trajectory Prediction in Dense and Heterogeneous Traffic Using Weighted Interactions <b>2019</b> ,		69

334	DensePeds: Pedestrian Tracking in Dense Crowds Using Front-RVO and Sparse Features <b>2019,</b>		7
333	Collision Detection <b>2019,</b> 1933-1956		1
332	I-Planner: Intention-aware motion planning using learning-based human motion prediction. <i>International Journal of Robotics Research</i> , <b>2019,</b> 38, 23-39	5.7	22
331	Fast and Bounded Probabilistic Collision Detection for High-DOF Trajectory Planning in Dynamic Environments. <i>IEEE Transactions on Automation Science and Engineering</i> , <b>2018,</b> 15, 980-991	4.9	13
330	Diffraction Kernels for Interactive Sound Propagation in Dynamic Environments. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2018,</b> 24, 1613-1622	4	16
329	3D Reconstruction in the Presence of Glass and Mirrors by Acoustic and Visual Fusion. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , <b>2018,</b> 40, 1785-1798	13.3	8
328	Optimizing source placement for noise minimization using hybrid acoustic simulation. <i>CAD Computer Aided Design</i> , <b>2018,</b> 96, 1-12	2.9	2
327	. <i>IEEE Transactions on Robotics</i> , <b>2018,</b> 34, 586-601	6.5	58
326	Dynamic Sound Field Synthesis for Speech and Music Optimization <b>2018,</b>		1
325	Classifying Group Emotions for Socially-Aware Autonomous Vehicle Navigation <b>2018,</b>		6
324	Identifying Driver Behaviors Using Trajectory Features for Vehicle Navigation <b>2018,</b>		10
323	Efficient Inverse Kinematics for Redundant Manipulators with Collision Avoidance in Dynamic Scenes* <b>2018,</b>		3
322	The Socially Invisible Robot Navigation in the Social World Using Robot Entitativity <b>2018,</b>		4
321	Effects of virtual acoustics on target-word identification performance in multi-talker environments <b>2018,</b>		2
320	Noise Field Control Using Active Sound Propagation and Optimization <b>2018,</b>		1
319	Stable information transfer network facilitates the emergence of collective behavior of bird flocks. <i>Physical Review E</i> , <b>2018,</b> 98,	2.4	7
318	Position-Based Time-Integrator for Frictional Articulated Body Dynamics <b>2018,</b>		1
317	Manipulating Highly Deformable Materials Using a Visual Feedback Dictionary <b>2018,</b>		10

316	Reflection-Aware Sound Source Localization <b>2018</b> ,		5
315	Realtime Planning for High-DOF Deformable Bodies Using Two-Stage Learning <b>2018</b> ,		2
314	PSCC. <i>Proceedings of the ACM on Computer Graphics and Interactive Techniques</i> , <b>2018</b> , 1, 1-18	2.3	10
313	Efficient BVH-based Collision Detection Scheme with Ordering and Restructuring. <i>Computer Graphics Forum</i> , <b>2018</b> , 37, 227-237	2.4	10
312	PORCA: Modeling and Planning for Autonomous Driving Among Many Pedestrians. <i>IEEE Robotics and Automation Letters</i> , <b>2018</b> , 3, 3418-3425	4.2	50
311	MPARD: A high-frequency wave-based acoustic solver for very large compute clusters. <i>Applied Acoustics</i> , <b>2017</b> , 121, 82-94	3.1	3
310	Efficient and Reliable Self-Collision Culling Using Unprojected Normal Cones. <i>Computer Graphics Forum</i> , <b>2017</b> , 36, 487-498	2.4	5
309	ACMICS: an agent communication model for interacting crowd simulation. <i>Autonomous Agents and Multi-Agent Systems</i> , <b>2017</b> , 31, 1403-1423	2	10
308	Motion recognition of self and others on realistic 3D avatars. <i>Computer Animation and Virtual Worlds</i> , <b>2017</b> , 28, e1762	0.9	13
307	Effects of virtual acoustics on dynamic auditory distance perception. <i>Journal of the Acoustical Society of America</i> , <b>2017</b> , 141, EL427	2.2	5
306	Outdoor sound propagation with analytic ray curve tracer and Gaussian beam. <i>Journal of the Acoustical Society of America</i> , <b>2017</b> , 141, 2289	2.2	10
305	Efficient multi-agent global navigation using interpolating bridges <b>2017</b> ,		2
304	F2FCrowds: Planning Agent Movements to Enable Face-to-Face Interactions. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2017</b> , 26, 228-246	2.9	14
303	Efficient probabilistic collision detection for non-convex shapes <b>2017</b> ,		7
302	Efficient Solver for Spacetime Control of Smoke. <i>ACM Transactions on Graphics</i> , <b>2017</b> , 36, 1-13	7.6	12
301	Interactive Sound Propagation and Rendering for Large Multi-Source Scenes. <i>ACM Transactions on Graphics</i> , <b>2017</b> , 36, 1-12	7.6	8
300	Editing smoke animation using a deforming grid. <i>Computational Visual Media</i> , <b>2017</b> , 3, 369-378	3.9	2
299	PRVO: Probabilistic Reciprocal Velocity Obstacle for multi robot navigation under uncertainty <b>2017</b>		22

298	AutonoVi: Autonomous vehicle planning with dynamic maneuvers and traffic constraints <b>2017</b> ,		22
297	SocioSense: Robot navigation amongst pedestrians with social and psychological constraints <b>2017</b> ,		29
296	Realtime Pedestrian Tracking and Prediction in Dense Crowds <b>2017</b> , 391-415		1
295	Interactive Sound Propagation and Rendering for Large Multi-Source Scenes. <i>ACM Transactions on Graphics</i> , <b>2017</b> , 36, 1	7.6	4
294	Efficient Solver for Spacetime Control of Smoke. <i>ACM Transactions on Graphics</i> , <b>2017</b> , 36, 1	7.6	14
293	Probabilistic Collision Detection Between Noisy Point Clouds Using Robust Classification. <i>Springer Tracts in Advanced Robotics</i> , <b>2017</b> , 77-94	0.5	5
292	Collision Detection <b>2017</b> , 1-24		
291	Special Issue on Recent Advancements on Industrial Robot Technology. <i>Advanced Robotics</i> , <b>2016</b> , 30, 1087-1087	1.7	1
290	Interactive Crowd-Behavior Learning for Surveillance and Training. <i>IEEE Computer Graphics and Applications</i> , <b>2016</b> , 36, 37-45	1.7	7
289	Interactive sound propagation with bidirectional path tracing. <i>ACM Transactions on Graphics</i> , <b>2016</b> , 35, 1-11	7.6	17
288	Online parameter learning for data-driven crowd simulation and content generation. <i>Computers and Graphics</i> , <b>2016</b> , 55, 68-79	1.8	16
287	Fast probabilistic collision checking for sampling-based motion planning using locality-sensitive hashing. <i>International Journal of Robotics Research</i> , <b>2016</b> , 35, 1477-1496	5.7	30
286	SynCoPation: Interactive Synthesis-Coupled Sound Propagation. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2016</b> , 22, 1346-55	4	4
285	Compressed Coverage Masks for Path Rendering on Mobile GPUs. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2016</b> , 22, 2229-2238	4	
284	Efficient Penetration Depth Computation Between Rigid Models Using Contact Space Propagation Sampling. <i>IEEE Robotics and Automation Letters</i> , <b>2016</b> , 1, 10-17	4.2	6
283	Analytic ray curve tracing for outdoor sound propagation. <i>Applied Acoustics</i> , <b>2016</b> , 104, 142-151	3.1	6
282	Simulating Flying Insects Using Dynamics and Data-Driven Noise Modeling to Generate Diverse Collective Behaviors. <i>PLoS ONE</i> , <b>2016</b> , 11, e0155698	3.7	12
281	VBTC: GPU-Friendly Variable Block Size Texture Encoding. <i>Computer Graphics Forum</i> , <b>2016</b> , 35, 409-418	2.4	1

280	CAMA: Contact-Aware Matrix Assembly with Unified Collision Handling for GPU-based Cloth Simulation. <i>Computer Graphics Forum</i> , <b>2016</b> , 35, 511-521	2.4	26
279	Real-time reciprocal collision avoidance with elliptical agents <b>2016</b> ,		18
278	GLMP- realtime pedestrian path prediction using global and local movement patterns <b>2016</b> ,		26
277	Proxemic group behaviors using reciprocal multi-agent navigation <b>2016</b> ,		13
276	Motion planning for fluid manipulation using simplified dynamics <b>2016</b> ,		10
275	Efficient wave-based acoustic material design optimization. <i>CAD Computer Aided Design</i> , <b>2016</b> , 78, 83-92.	2.9	5
274	Robust individual and holistic features for crowd scene classification. <i>Pattern Recognition</i> , <b>2016</b> , 58, 110-120	1.7	11
273	. <i>IEEE Transactions on Multimedia</i> , <b>2016</b> , 18, 2398-2406	6.6	18
272	Psychoacoustic Characterization of Propagation Effects in Virtual Environments. <i>ACM Transactions on Applied Perception</i> , <b>2016</b> , 13, 1-18	1.4	2
271	A parallel time-domain wave simulator based on rectangular decomposition for distributed memory architectures. <i>Applied Acoustics</i> , <b>2015</b> , 97, 104-114	3.1	12
270	Interactive Continuous Collision Detection for Topology Changing Models Using Dynamic Clustering <b>2015</b> , 2015, 47-54		9
269	Crack lung: cocaine-induced lung injury. <i>QJM - Monthly Journal of the Association of Physicians</i> , <b>2015</b> , 108, 749	2.7	2
268	REACH - Realtime crowd tracking using a hybrid motion model <b>2015</b> ,		9
267	Efficient Configuration Space Construction and Optimization for Motion Planning. <i>Engineering</i> , <b>2015</b> , 1, 046-057	9.7	21
266	TightCCD: Efficient and Robust Continuous Collision Detection using Tight Error Bounds. <i>Computer Graphics Forum</i> , <b>2015</b> , 34, 289-298	2.4	15
265	Quadratic Contact Energy Model for Multi-impact Simulation. <i>Computer Graphics Forum</i> , <b>2015</b> , 34, 133-144	1.4	1
264	3D Reconstruction in the presence of glasses by acoustic and stereo fusion <b>2015</b> ,		10
263	Parallel cartesian planning in dynamic environments using constrained trajectory planning <b>2015</b> ,		5

262	WAVE: Interactive Wave-based Sound Propagation for Virtual Environments. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2015</b> , 21, 434-42	4	30
261	BRVO: Predicting pedestrian trajectories using velocity-space reasoning. <i>International Journal of Robotics Research</i> , <b>2015</b> , 34, 201-217	5.7	47
260	Generating pedestrian trajectories consistent with the fundamental diagram based on physiological and psychological factors. <i>PLoS ONE</i> , <b>2015</b> , 10, e0117856	3.7	19
259	Continuous penetration depth. <i>CAD Computer Aided Design</i> , <b>2014</b> , 46, 3-13	2.9	6
258	Source and listener directivity for interactive wave-based sound propagation. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2014</b> , 20, 495-503	4	25
257	High-order diffraction and diffuse reflections for interactive sound propagation in large environments. <i>ACM Transactions on Graphics</i> , <b>2014</b> , 33, 1-12	7.6	45
256	Poisson-RRT <b>2014</b> ,		6
255	Fast and dynamically stable optimization-based planning for high-DOF human-like robots <b>2014</b> ,		1
254	P-HRTF: Efficient personalized HRTF computation for high-fidelity spatial sound <b>2014</b> ,		13
253	Fast and Exact Continuous Collision Detection with Bernstein Sign Classification. <i>ACM Transactions on Graphics</i> , <b>2014</b> , 33,	7.6	43
252	Acoustic pulse propagation in an urban environment using a three-dimensional numerical simulation. <i>Journal of the Acoustical Society of America</i> , <b>2014</b> , 135, 3231-42	2.2	11
251	High-DOF Robots in Dynamic Environments Using Incremental Trajectory Optimization. <i>International Journal of Humanoid Robotics</i> , <b>2014</b> , 11, 1441001	1.2	5
250	Ped-Air: A Simulator for Loading, Unloading, and Evacuating Aircraft. <i>Transportation Research Procedia</i> , <b>2014</b> , 2, 273-281	2.4	1
249	RayCore. <i>ACM Transactions on Graphics</i> , <b>2014</b> , 33, 1-15	7.6	29
248	Parameter estimation and comparative evaluation of crowd simulations. <i>Computer Graphics Forum</i> , <b>2014</b> , 33, 303-312	2.4	85
247	SATO: Surface Area Traversal Order for Shadow Ray Tracing. <i>Computer Graphics Forum</i> , <b>2014</b> , 33, 167-177.4		8
246	Effective traversal algorithms and hardware architecture for pyramidal inverse displacement mapping. <i>Computers and Graphics</i> , <b>2014</b> , 38, 140-149	1.8	1
245	Right of way. <i>Visual Computer</i> , <b>2013</b> , 29, 1277-1292	2.3	27

244	Aural proxies and directionally-varying reverberation for interactive sound propagation in virtual environments. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2013</b> , 19, 567-75	4	7
243	Efficient Boundary Extraction of BSP Solids Based on Clipping Operations. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2013</b> , 19, 16-29	4	12
242	GPU-based offset surface computation using point samples. <i>CAD Computer Aided Design</i> , <b>2013</b> , 45, 321-330		32
241	Validation of adaptive rectangular decomposition for three-dimensional wave-based acoustic simulation in architectural models <b>2013</b> ,		1
240	FasTC <b>2013</b> ,		6
239	Wave-based sound propagation in large open scenes using an equivalent source formulation. <i>ACM Transactions on Graphics</i> , <b>2013</b> , 32, 1-13	7.6	38
238	Wave-ray coupling for interactive sound propagation in large complex scenes. <i>ACM Transactions on Graphics</i> , <b>2013</b> , 32, 1-11	7.6	29
237	Velocity-based modeling of physical interactions in multi-agent simulations <b>2013</b> ,		25
236	Real-time collision detection and distance computation on point cloud sensor data <b>2013</b> ,		10
235	Real-time optimization-based planning in dynamic environments using GPUs <b>2013</b> ,		37
234	A GPU-based Streaming Algorithm for High-Resolution Cloth Simulation. <i>Computer Graphics Forum</i> , <b>2013</b> , 32, 21-30	2.4	24
233	Direct-to-indirect acoustic radiance transfer. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2012</b> , 18, 261-9	4	15
232	On Computing Reliable Optimal Grasping Forces. <i>IEEE Transactions on Robotics</i> , <b>2012</b> , 28, 619-633	6.5	14
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