

The cosmic worm

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#	ARTICLE	IF	CITATIONS
1	A hardware-independent virtual reality development system. IEEE Computer Graphics and Applications, 1996, 16, 44-47.	1.2	10
2	CAVEvis: distributed real-time visualization of time-varying scalar and vector fields using the CAVE virtual reality theater. , 0, , .		2
3	Scalable Computational Steering for Visualization/Control of Large-Scale Fluid Dynamics Simulations. Journal of Aircraft, 2005, 42, 963-975.	2.4	8