Virtual trackballs revisited

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Citation Report

#	ARTICLE	IF	CITATIONS
1	Implementing the IBar Camera Widget. Journal of Graphics Tools, 2005, 10, 51-64.	0.5	2
2	CubeCam. , 2005, , .		0
3	Tangible user interfaces for 3D clipping plane interaction with volumetric data. , 2005, , .		11
4	Generic Visualization and Manipulation Framework for Three-Dimensional Medical Environments. , 2006, , .		3
5	Environmental Sensor Data Visualization for Aquafarm Monitoring. , 2007, , .		0
6	Sketching and Composing Widgets for 3D Manipulation. Computer Graphics Forum, 2008, 27, 301-310.	3.0	48
7	Visual Methods for Analyzing Time-Oriented Data. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 47-60.	4.4	196
8	Visualization of Gene Combinations. , 2008, , .		5
9	Tech-note: ScrutiCam: Camera manipulation technique for 3D objects inspection. , 2009, , .		5
10	A user interface for VR-ready 3D medical imaging by off-the-shelf input devices. Computers in Biology and Medicine, 2010, 40, 350-358.	7.0	43
11	Extending the virtual trackball metaphor to rear touch input. , 2010, , .		10
12	Tangible views for information visualization. , 2010, , .		77
13	Comparison of multiple 3D rotation methods. , 2011, , .		10
14	PalmSpace. , 2012, , .		40
15	Multitouch Gestures for Constrained Transformation of 3D Objects. Computer Graphics Forum, 2012, 31, 651-660.	3.0	31
16	Development and evaluation of a 3D mobile application for learning manual therapy in the physiotherapy laboratory. Computers and Education, 2013, 69, 96-108.	8.3	46
18	HuMoRS. , 2014, , .		5
19	ShellCam: Interactive geometry-aware virtual camera control. , 2014, , .		4

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20	IsoCam. Journal on Computing and Cultural Heritage, 2014, 7, 1-24.	2.1	21
21	A Comparison of Interactive Shadows and Multi-View Layouts for Mouse-based 3D Modelling. , 2016, , .		0
22	Interaction with Three Dimensional Objects on Diverse Input and Output Devices: A Survey. Communications in Computer and Information Science, 2017, , 130-139.	0.5	2
23	EZ-Manipulator: Designing a mobile, fast, and ambiguity-free 3D manipulation interface using smartphones. Computational Visual Media, 2018, 4, 139-147.	17.5	7
24	A Hybrid 2D/3D User Interface for Radiological Diagnosis. Journal of Digital Imaging, 2018, 31, 56-73.	2.9	18
25	CodeRunnerGL - An Interactive Web-Based Tool for Computer Graphics Teaching and Assessment. , 2019, , .		7
26	Manipulating 3D Anatomic Models in Augmented Reality: Comparing a Hands-Free Approach and a Manual Approach. , 2019, , .		9
27	Usability Comparison of Mouse-Based Interaction Techniques for Predictable 3d Rotation. Lecture Notes in Computer Science, 2005, , 138-150.	1.3	43
28	Interaction Support. Human-computer Interaction Series, 2011, , 105-126.	0.6	1
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30	Rotation-Aware LayerPaint System. Lecture Notes in Computer Science, 2013, , 60-68.	1.3	0
31	HAND GESTURE RECOGNITION USING ULTRASONIC SENSOR AND ATMEGA128 MICROCONTROLLER. International Journal of Research in Engineering and Technology, 2014, 03, 579-582.	0.1	0
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36	A fitting algorithm based on multi-touch gesture for rapid generation of railway line. Integrated Computer-Aided Engineering, 2023, , 1-16.	4.6	0
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