## Accommodation-invariant computational near-eye disp

ACM Transactions on Graphics 36, 1-12 DOI: 10.1145/3072959.3073594

Citation Report

| #  | Article   | IF  | CITATIONS |
|----|---|-----|-----------|
| 1  | Optimizing VR for all users through adaptive focus displays. , 2017, , .  |     | 2         |
| 2  | Fast gaze-contingent optimal decompositions for multifocal displays. ACM Transactions on Graphics, 2017, 36, 1-15.  | 4.9 | 41        |
| 3  | Near-eye varifocal augmented reality display using see-through screens. ACM Transactions on Graphics, 2017, 36, 1-13.   | 4.9 | 86        |
| 4  | Foveated Retinal Optimization for See-Through Near-Eye Multi-Layer Displays. IEEE Access, 2018, 6, 2170-2180.   | 2.6 | 43        |
| 5  | User Preference for SharpView-Enhanced Virtual Text During Non-Fixated Viewing. , 2018, , .   |     | 2         |
| 6  | Foveation in near-eye holographic display. , 2018, , .  |     | 1         |
| 7  | An Extended Depth-at-Field Volumetric Near-Eye Augmented Reality Display. IEEE Transactions on<br>Visualization and Computer Graphics, 2018, 24, 2857-2866.                 | 2.9 | 64        |
| 8  | FocusAR: Auto-focus Augmented Reality Eyeglasses for both Real World and Virtual Imagery. IEEE<br>Transactions on Visualization and Computer Graphics, 2018, 24, 2906-2916. | 2.9 | 54        |
| 9  | From Focal Stack to Tensor Light-Field Display. IEEE Transactions on Image Processing, 2018, 27, 4571-4584.   | 6.0 | 39        |
| 10 | Autofocals: Evaluating gaze-contingent eyeglasses for presbyopes. Science Advances, 2019, 5, eaav6187.  | 4.7 | 28        |
| 11 | Achromatic Varifocal Metalens for the Visible Spectrum. ACS Photonics, 2019, 6, 2432-2440.  | 3.2 | 55        |
| 12 | NVGaze., 2019,,.  |     | 57        |
| 13 | A Design Space for Gaze Interaction on Head-mounted Displays. , 2019, , .   |     | 47        |
| 14 | A Perception-driven Hybrid Decomposition for Multi-layer Accommodative Displays. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1940-1950.             | 2.9 | 9         |
| 15 | All-passive transformable optical mapping near-eye display. Scientific Reports, 2019, 9, 6064.  | 1.6 | 7         |
| 16 | The Effect of Light Distribution of LED Luminaire on Human Ocular Physiological Characteristics. IEEE<br>Access, 2019, 7, 28478-28486.                                      | 2.6 | 4         |
| 17 | A Better Photometric Index of Photo-Biological Effect on Visual Function of Human Eye: Illuminance or Luminance?. IEEE Access, 2019, 7, 165919-165927.                      | 2.6 | 1         |
| 18 | Comparative Study on the Influence of Quantum Dot Display and Liquid Crystal Display on Human<br>Visual Function. , 2019, , .   |     | 0         |

TION RED

| #<br>19 | ARTICLE<br>Tomographic projector. ACM Transactions on Graphics, 2019, 38, 1-13.  | IF<br>4.9 | CITATIONS<br>22 |
|---------|--|-----------|-----------------|
| 20      | Towards multifocal displays with dense focal stacks. ACM Transactions on Graphics, 2018, 37, 1-13.   | 4.9       | 53              |
| 21      | DeepFocus. ACM Transactions on Graphics, 2018, 37, 1-13.   | 4.9       | 28              |
| 22      | MSTGAR: Multioperator-Based Stereoscopic Thumbnail Generation With Arbitrary Resolution. IEEE Transactions on Multimedia, 2020, 22, 1208-1219.   | 5.2       | 8               |
| 23      | 5â€2: Invited Paper: Computational Eyeglasses and Nearâ€eye Displays with Focus Cues. Digest of Technical<br>Papers SID International Symposium, 2020, 51, 41-44.                                      | 0.1       | 0               |
| 24      | Phase-Coded Computational Imaging For Accommodation-Invariant Near-Eye Displays. , 2020, , .   |           | 1               |
| 25      | VEGO: A novel design towards customizable and adjustable head-mounted display for VR. Virtual<br>Reality & Intelligent Hardware, 2020, 2, 443-453.   | 1.8       | 3               |
| 27      | Computational Multifocal Near-Eye Display with Hybrid Refractive-Diffractive Optics. , 2020, , .   |           | 2               |
| 28      | Illuminated Focus: Vision Augmentation using Spatial Defocusing via Focal Sweep Eyeglasses and<br>High-Speed Projector. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2051-2061. | 2.9       | 10              |
| 29      | Fast Projection Defocus Correction for Multiple Projection Surface Types. IEEE Transactions on Industrial Informatics, 2021, 17, 3044-3055.  | 7.2       | 3               |
| 30      | Liquid crystal technology for vergence-accommodation conflicts in augmented reality and virtual reality systems: a review. Liquid Crystals Reviews, 2021, 9, 35-64.                                    | 1.1       | 31              |
| 31      | Multifocal Stereoscopic Projection Mapping. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 4256-4266.   | 2.9       | 2               |
| 32      | Augmented reality display system using modulated moiré imaging technique. Applied Optics, 2021, 60, A306.  | 0.9       | 1               |
| 33      | Towards Indistinguishable Augmented Reality. ACM Computing Surveys, 2022, 54, 1-36.  | 16.1      | 52              |
| 34      | Evaluation Studies of Motion Sickness Visually Induced by Stereoscopic Films. Advances in Science,<br>Technology and Engineering Systems, 2021, 6, 241-251.  | 0.4       | 1               |
| 35      | Electrically tunable lenses – eliminating mechanical axial movements during high-speed 3D live<br>imaging. Journal of Cell Science, 2021, 134, .   | 1.2       | 6               |
| 36      | Binocular accommodative response with extended depth of focus under controlled convergences.<br>Journal of Vision, 2021, 21, 21.   | 0.1       | 2               |
| 37      | Computational Coherent Imaging For Accommodation-Invariant Near-Eye Displays. , 2021, , .  |           | 0               |

CITATION REPORT

| #  | Article  | IF  | CITATIONS |
|----|--|-----|-----------|
| 38 | Effects of Dynamic Disparity on Visual Fatigue Caused by Watching 2D Videos in HMDs.<br>Communications in Computer and Information Science, 2019, , 310-321.       | 0.4 | 3         |
| 39 | Minimizing cybersickness in head-mounted display systems: causes and strategies review. , 2020, , .  |     | 15        |
| 40 | Eye-box extended retinal projection type near-eye display with multiple independent viewpoints<br>[Invited]. Applied Optics, 2021, 60, A268.                       | 0.9 | 26        |
| 41 | Systematic method for modeling and characterizing multilayer light field displays. Optics Express, 2020, 28, 1014.   | 1.7 | 14        |
| 42 | Retinal projection type lightguide-based near-eye display with switchable viewpoints. Optics Express, 2020, 28, 3116.  | 1.7 | 41        |
| 43 | Foveated display system based on a doublet geometric phase lens. Optics Express, 2020, 28, 23690.  | 1.7 | 23        |
| 44 | Aberration-corrected full-color holographic augmented reality near-eye display using a<br>Pancharatnam-Berry phase lens. Optics Express, 2020, 28, 30836.          | 1.7 | 28        |
| 45 | Revelation and addressing of accommodation shifts in microlens array-based 3D near-eye light field displays. Optics Letters, 2020, 45, 228.                        | 1.7 | 14        |
| 46 | Toward the next-generation VR/AR optics: a review of holographic near-eye displays from a human-centric perspective. Optica, 2020, 7, 1563.                        | 4.8 | 216       |
| 47 | Design of Hybrid Refractive/Diffractive Lenses for Wearable Reality Displays. Balkan Journal of<br>Electrical and Computer Engineering, 0, , 94-98.                | 0.4 | 2         |
| 48 | Accommodation-Free Head Mounted Display with Comfortable 3D Perception and an Enlarged Eye-box.<br>Research, 2019, 2019, 9273723.                                  | 2.8 | 16        |
| 49 | Approximated super multi-view head-mounted display to reduce visual fatigue. Optics Express, 2020, 28, 14134.  | 1.7 | 6         |
| 50 | Light field editing in the gradient domain. IET Image Processing, 2021, 15, 1072-1082.   | 1.4 | 1         |
| 51 | Augmented and Virtual Reality. The Frontiers Collection, 2020, , 467-499.  | 0.1 | 1         |
| 52 | Design and Characterization of Light Field and Holographic Near-Eye Displays. Lecture Notes in<br>Computer Science, 2020, , 244-271.                               | 1.0 | 0         |
| 53 | State of the Art in Perceptual VR Displays. Lecture Notes in Computer Science, 2020, , 221-243.  | 1.0 | 3         |
| 54 | Identifying cybersickness causes in virtual reality games using symbolic machine learning algorithms.<br>Entertainment Computing, 2022, 41, 100473.                | 1.8 | 9         |
| 55 | The Trend of Three Dimensional Image Technology. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2019, 73, 90-95. | 0.0 | 0         |

CITATION REPORT

CITATION REPORT

| #  | Article   | IF  | CITATIONS |
|----|---|-----|-----------|
| 56 | Holographic techniques for augmented reality and virtual reality near-eye displays. Light Advanced<br>Manufacturing, 2022, 3, 1.                              | 2.2 | 34        |
| 57 | Lightâ€field headâ€mounted displays reduce the visual effort: A user study. Journal of the Society for<br>Information Display, 2022, 30, 319-334.             | 0.8 | 4         |
| 58 | A cybersickness review: causes, strategies, and classification methods. Journal on Interactive Systems, 2021, 12, 269-282.                                    | 0.5 | 11        |
| 59 | Cross-talk elimination for lenslet array near eye display based on eye-gaze tracking. Optics Express, 2022, 30, 16196.  | 1.7 | 2         |
| 60 | The Effect of the Vergence-Accommodation Conflict on Virtual Hand Pointing in Immersive Displays. ,<br>2022, , .  |     | 14        |
| 61 | The Statistics of Eye Movements and Binocular Disparities during VR Gaming: Implications for Headset<br>Design. ACM Transactions on Graphics, 2023, 42, 1-15. | 4.9 | 8         |
| 62 | Accommodative holography. ACM Transactions on Graphics, 2022, 41, 1-15.   | 4.9 | 7         |
| 63 | A guideline proposal for minimizing cybersickness in VR-based serious games and applications. , 2022, , .   |     | 3         |
| 64 | Impact of correct and simulated focus cues on perceived realism. , 2022, , .  |     | 3         |
| 65 | HoloBeam: Paper-Thin Near-Eye Displays. , 2023, , .   |     | 2         |