

# John C Hart

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11276412/publications.pdf>

Version: 2024-02-01

16  
papers

1,812  
citations

933447

10  
h-index

1058476

14  
g-index

16  
all docs

16  
docs citations

16  
times ranked

1338  
citing authors

#	ARTICLE	IF	CITATIONS
1	Use of computational modeling combined with advanced visualization to develop strategies for the design of crop ideotypes to address food security. Nutrition Reviews, 2018, 76, 332-347.	5.8	21
2	Volume visualization in serial electron microscopy using local variance. , 2012, , .		1
3	Social Network Clustering and Visualization using Hierarchical Edge Bundles. Computer Graphics Forum, 2011, 30, 2314-2327.	3.0	9
4	On the Visualization of Social and other Scale-Free Networks. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 1285-1292.	4.4	65
5	RotoTexture: Automated Tools for Texturing Raw Video. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 1580-1589.	4.4	15
6	Textureshop. ACM Transactions on Graphics, 2004, 23, 354-359.	7.2	64
7	Direct manipulation of recurrent models. Computers and Graphics, 2003, 27, 143-151.	2.5	6
8	Structural simulation of tree growth and response. Visual Computer, 2003, 19, 151-163.	3.5	28
9	The normal of a fractal surface. Visual Computer, 2001, 17, 209-218.	3.5	6
10	Morse Theory for Implicit Surface Modeling. , 1998, , 257-268.		28
11	Similarity Hashing: A Computer Vision Solution to the Inverse Problem of Linear Fractals. Fractals, 1997, 05, 39-50.	3.7	12
12	Implicit Representations of Rough Surfaces. Computer Graphics Forum, 1997, 16, 91-99.	3.0	12
13	Sphere tracing: a geometric method for the antialiased ray tracing of implicit surfaces. Visual Computer, 1996, 12, 527-545.	3.5	240
14	Scientific and artistic investigation of multi-dimensional fractals on the AT & T pixel machine. Visual Computer, 1993, 9, 346-355.	3.5	2
15	The CAVE: audio visual experience automatic virtual environment. Communications of the ACM, 1992, 35, 64-72.	4.5	1,268
16	Efficient antialiased rendering of 3-D linear fractals. Computer Graphics, 1991, 25, 91-100.	0.1	35