Jan Kautz

List of Publications by Year
in descending order

31 papers	**3,714** citations	471509 **17** h-index	610901 **24** g-index
31 all docs	**31** docs citations	**31** times ranked	**3022** citing authors

#	Article	IF	Citations
1	Loss Functions for Image Restoration With Neural Networks. IEEE Transactions on Computational Imaging, 2017, 3, 47-57.	4.4	1,509
2	Precomputed radiance transfer for real-time rendering in dynamic, low-frequency lighting environments. ACM Transactions on Graphics, 2002, 21, 527-536.	7.2	416
3	Precomputed radiance transfer for real-time rendering in dynamic, low-frequency lighting environments. ACM Transactions on Graphics, 2002, , .	7.2	384
4	Local Laplacian filters. ACM Transactions on Graphics, 2011, 30, 1-12.	7.2	309
5	Extreme View Synthesis. , 2019, , .		116
6	The State of the Art in Interactive Global Illumination. Computer Graphics Forum, 2012, 31, 160-188.	3.0	113
7	Local Laplacian filters. Communications of the ACM, 2015, 58, 81-91.	4.5	94
8	Real-time, all-frequency shadows in dynamic scenes. ACM Transactions on Graphics, 2008, 27, 1-8.	7.2	73
9	Bitmap Movement Detection: HDR for Dynamic Scenes. , 2010, , .		71
10	A Unified Approach to Prefiltered Environment Maps. Eurographics, 2000, , 185-196.	0.4	65
11	Packet-based whitted and distribution ray tracing. Proceedings - Graphics Interface, 2007, , .	0.5	63
12	Illuminating micro geometry based on precomputed visibility. , 2000, , .		53
13	SENSE: A Shared Encoder Network for Scene-Flow Estimation. , 2019, , .		53
14	Beaming: An Asymmetric Telepresence System. IEEE Computer Graphics and Applications, 2012, 32, 10-17.	1.2	47
15	Modeling human color perception under extended luminance levels. ACM Transactions on Graphics, 2009, 28, 1-9.	7.2	43
16	Characterization for High Dynamic Range Imaging. Computer Graphics Forum, 2008, 27, 691-697.	3.0	35
17	Efficient Reflectance and Visibility Approximations for Environment Map Rendering. Computer Graphics Forum, 2007, 26, 495-502.	3.0	33
18	Towards interactive bump mapping with anisotropic shift-variant BRDFs. , 2000, , .		32

#	Article	IF	Citations
19	Interactive Rendering of Translucent Objects+. Computer Graphics Forum, 2003, 22, 195-205.	3.0	32
20	Statistical Nearest Neighbors for Image Denoising. IEEE Transactions on Image Processing, 2019, 28, 723-738.	9.8	29
21	Acting Rehearsal in Collaborative Multimodal Mixed Reality Environments. Presence: Teleoperators and Virtual Environments, 2012, 21, 406-422.	0.6	25
22	Interactive rendering of translucent deformable objects. , 2003, , .		23
23	Variance Soft Shadow Mapping. Computer Graphics Forum, 2010, 29, 2127-2134.	3.0	21
24	Efficient Rendering of Local Subsurface Scattering. Computer Graphics Forum, 2005, 24, 41-49.	3.0	14
25	On Visual Realism of Synthesized Imagery. Proceedings of the IEEE, 2013, 101, 1998-2007.	21.3	14
26	Computational zoom. ACM Transactions on Graphics, 2017, 36, 1-14.	7.2	11
27	Low–Cost Subpixel Rendering for Diverse Displays. Computer Graphics Forum, 2014, 33, 199-209.	3.0	10
28	Panoinserts. , 2013, , .		10
29	Advanced environment mapping in VR applications. Computers and Graphics, 2004, 28, 99-104.	2.5	9
30	Learning Adaptive Parameter Tuning for Image Processing. IS&T International Symposium on Electronic Imaging, 2018, 30, 196-1-196-8.	0.4	4
31	Interactive Multi–perspective Imagery from Photos and Videos. Computer Graphics Forum, 2012, 31, 285-293.	3.0	3