

Anthony Steed

List of Publications by Year in descending order

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Version: 2024-02-01

215
papers

9,075
citations

101543

36
h-index

76900

74
g-index

229
all docs

229
docs citations

229
times ranked

5108
citing authors

#	ARTICLE	IF	CITATIONS
1	Depth of Presence in Virtual Environments. Presence: Teleoperators and Virtual Environments, 1994, 3, 130-144.	0.6	870
2	Walking > walking-in-place > flying, in virtual environments. , 1999, , .		612
3	Taking steps. ACM Transactions on Computer-Human Interaction, 1995, 2, 201-219.	5.7	538
4	A Virtual Presence Counter. Presence: Teleoperators and Virtual Environments, 2000, 9, 413-434.	0.6	434
5	The Influence of Body Movement on Subjective Presence in Virtual Environments. Human Factors, 1998, 40, 469-477.	3.5	299
6	The drift table. , 2004, , .		293
7	Next-Generation Big Data Analytics: State of the Art, Challenges, and Future Research Topics. IEEE Transactions on Industrial Informatics, 2017, 13, 1891-1899.	11.3	290
8	The impact of avatar realism and eye gaze control on perceived quality of communication in a shared immersive virtual environment. , 2003, , .		227
9	Public speaking in virtual reality: facing an audience of avatars. IEEE Computer Graphics and Applications, 1999, 19, 6-9.	1.2	172
10	3D-printing of non-assembly, articulated models. ACM Transactions on Graphics, 2012, 31, 1-8.	7.2	170
11	Is the rubber hand illusion induced by immersive virtual reality?. , 2010, , .		152
12	Human Tails: Ownership and Control of Extended Humanoid Avatars. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 583-590.	4.4	144
13	Expected, sensed, and desired. ACM Transactions on Computer-Human Interaction, 2005, 12, 3-30.	5.7	134
14	Automatic Recognition of Non-Acted Affective Postures. IEEE Transactions on Systems, Man, and Cybernetics, 2011, 41, 1027-1038.	5.0	129
15	An "In the Wild"™ Experiment on Presence and Embodiment using Consumer Virtual Reality Equipment. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1406-1414.	4.4	121
16	Lessons from the lighthouse. , 2003, , .		117
17	The impact of a self-avatar on cognitive load in immersive virtual reality. , 2016, , .		107
18	Collaborating in networked immersive spaces: as good as being there together?. Computers and Graphics, 2001, 25, 781-788.	2.5	94

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19	Acting performance and flow state enhanced with sensory-motor rhythm neurofeedback comparing ecologically valid immersive VR and training screen scenarios. <i>Neuroscience Letters</i> , 2010, 480, 112-116.	2.1	92
20	Spatial Social Behavior in Second Life. <i>Lecture Notes in Computer Science</i> , 2007, , 252-263.	1.3	89
21	The critical success factors in the clientâ€consulting relationship. <i>Journal of Management Development</i> , 2005, 24, 68-93.	2.1	85
22	Orchestrating a mixed reality game 'on the ground'. , 2004, , .		82
23	Cinematic virtual reality: Evaluating the effect of display type on the viewing experience for panoramic video. , 2017, , .		82
24	A simple method for estimating the latency of interactive, real-time graphics simulations. , 2008, , .		79
25	Walking by Thinking: The Brainwaves Are Crucial, Not the Muscles!. <i>Presence: Teleoperators and Virtual Environments</i> , 2006, 15, 500-514.	0.6	78
26	An Eye Gaze Model for Dyadic Interaction in an Immersive Virtual Environment: Practice and Experience. <i>Computer Graphics Forum</i> , 2004, 23, 1-11.	3.0	74
27	The COVEN Project: Exploring Applicative, Technical, and Usage Dimensions of Collaborative Virtual Environments. <i>Presence: Teleoperators and Virtual Environments</i> , 1999, 8, 218-236.	0.6	70
28	A natural wayfinding exploiting photos in pedestrian navigation systems. , 2006, , .		69
29	A longitudinal study of small group interaction in social virtual reality. , 2018, , .		69
30	The Rocketbox Library and the Utility of Freely Available Rigged Avatars. <i>Frontiers in Virtual Reality</i> , 2020, 1, .	3.7	69
31	The impact of self-avatars on trust and collaboration in shared virtual environments. <i>PLoS ONE</i> , 2017, 12, e0189078.	2.5	68
32	Evaluating immersive experiences during Covid-19 and beyond. <i>Interactions</i> , 2020, 27, 62-67.	1.0	68
33	Constructing a Gazebo: Supporting Teamwork in a Tightly Coupled, Distributed Task in Virtual Reality. <i>Presence: Teleoperators and Virtual Environments</i> , 2003, 12, 644-657.	0.6	65
34	From urban planning and emergency training to PokÃ©mon Go: applications of virtual reality GIS (VRGIS) and augmented reality GIS (ARGIS) in personal, public and environmental health. <i>International Journal of Health Geographics</i> , 2017, 16, 7.	2.5	63
35	Systematic Usability Evaluation and Design Issues for Collaborative Virtual Environments. <i>Presence: Teleoperators and Virtual Environments</i> , 2003, 12, 241-267.	0.6	62
36	Navigating Virtual Reality by Thought: What Is It Like?. <i>Presence: Teleoperators and Virtual Environments</i> , 2007, 16, 100-110.	0.6	59

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37	Measuring Latency in Virtual Environments. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 616-625.	4.4	59
38	A Comparison of Virtual and Physical Training Transfer of Bimanual Assembly Tasks. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1574-1583.	4.4	57
39	Eye-tracking for avatar eye-gaze and interactional analysis in immersive collaborative virtual environments. , 2008, , .		54
40	I'm a Giant. , 2019, , .		53
41	An Overview of the COVEN Platform. Presence: Teleoperators and Virtual Environments, 2001, 10, 109-127.	0.6	51
42	Using Facial Animation to Increase the Enfacement Illusion and Avatar Self-Identification. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2023-2029.	4.4	51
43	Small group behaviour experiments in the Coven project. IEEE Computer Graphics and Applications, 1998, 18, 53-63.	1.2	50
44	The Virtual Treadmill: A Naturalistic Metaphor for Navigation in Immersive Virtual Environments. Eurographics, 1995, , 135-148.	0.4	50
45	A Fully Immersive Set-Up for Remote Interaction and Neurorehabilitation Based on Virtual Body Ownership. Frontiers in Neurology, 2012, 3, 110.	2.4	49
46	Beaming: An Asymmetric Telepresence System. IEEE Computer Graphics and Applications, 2012, 32, 10-17.	1.2	47
47	Meeting People Virtually: Experiments in Shared Virtual Environments. Computer Supported Cooperative Work / Series Ed By: Dan Diaper and Colston Sanger, 2002, , 146-171.	1.1	45
48	STEPS AND LADDERS IN VIRTUAL REALITY. , 1994, , .		44
49	Leadership and collaboration in shared virtual environments. , 0, , .		43
50	Lie tracking. , 2010, , .		42
51	Gradual transitions and their effects on presence and distance estimation. Computers and Graphics, 2010, 34, 26-33.	2.5	40
52	Partitioning crowded virtual environments. , 2003, , .		39
53	Does a Gradual Transition to the Virtual World increase Presence?. , 2009, , .		39
54	Acting in virtual reality. , 2000, , .		38

#	ARTICLE	IF	CITATIONS
55	Social Anxiety in Virtual Environments: Results of a Pilot Study. <i>Cyberpsychology, Behavior and Social Networking</i> , 2003, 6, 237-243.	2.2	38
56	A review of telecollaboration technologies with respect to closely coupled collaboration. <i>International Journal of Computer Applications in Technology</i> , 2007, 29, 11.	0.5	36
57	Presence and discernability in conventional and non-photorealistic immersive augmented reality. , 2014, , .		36
58	A Comparison of Avatar-, Video-, and Robot-Mediated Interaction on Users'™ Trust in Expertise. <i>Frontiers in Robotics and AI</i> , 2016, 3, .	3.2	36
59	How Foot Tracking Matters: The Impact of an Animated Self-Avatar on Interaction, Embodiment and Presence in Shared Virtual Environments. <i>Frontiers in Robotics and AI</i> , 2019, 6, 104.	3.2	36
60	Collaboration in Immersive and Non-immersive Virtual Environments. , 2015, , 263-282.		34
61	Shifting visuo-spatial attention in a virtual three-dimensional space. <i>Cognitive Brain Research</i> , 2001, 10, 317-322.	3.0	33
62	Mapping Carbon Monoxide Using GPS Tracked Sensors. <i>Environmental Monitoring and Assessment</i> , 2007, 124, 1-19.	2.7	33
63	The implementation of a novel walking interface within an immersive display. , 2010, , .		33
64	“We Wait” The Impact of Character Responsiveness and Self Embodiment on Presence and Interest in an Immersive News Experience. <i>Frontiers in Robotics and AI</i> , 2018, 5, 112.	3.2	33
65	Making Networked Virtual Environments Work. <i>Presence: Teleoperators and Virtual Environments</i> , 2001, 10, 142-159.	0.6	32
66	Eye Tracking for Avatar Eye Gaze Control During Object-Focused Multiparty Interaction in Immersive Collaborative Virtual Environments. <i>Virtual Reality Conference (VR), Proceedings, IEEE</i> , 2009, , .	0.0	32
67	3D revision control framework. , 2012, , .		32
68	FrankenGAN. <i>ACM Transactions on Graphics</i> , 2018, 37, 1-14.	7.2	32
69	Communicating Eye-gaze Across a Distance: Comparing an Eye-gaze enabled Immersive Collaborative Virtual Environment, Aligned Video Conferencing, and Being Together. <i>Virtual Reality Conference (VR), Proceedings, IEEE</i> , 2009, , .	0.0	30
70	Exploiting real world knowledge in ubiquitous applications. <i>Personal and Ubiquitous Computing</i> , 2007, 11, 429-437.	2.8	29
71	Beyond blur. <i>ACM Transactions on Graphics</i> , 2021, 40, 1-14.	7.2	29
72	Multiple Spaces. , 2005, , 151-172.		29

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73	Cyber Security Threats and Challenges in Collaborative Mixed-Reality. <i>Frontiers in ICT</i> , 2019, 6, .	3.6	28
74	Understanding and Realizing Presence in the Presencia Project. <i>IEEE Computer Graphics and Applications</i> , 2007, 27, 90-93.	1.2	27
75	Ubiqu: A System to Build Flexible Social Virtual Reality Experiences. , 2021, , .		27
76	Successes and Failures in Co-Present Situations. <i>Presence: Teleoperators and Virtual Environments</i> , 2005, 14, 563-579.	0.6	26
77	Evaluating Effectiveness of Interaction Techniques across Immersive Virtual Environmental Systems. <i>Presence: Teleoperators and Virtual Environments</i> , 2005, 14, 511-527.	0.6	26
78	A Randomized Controlled Trial of the Effects of Hypnosis With 3-D Virtual Reality Animation on Tiredness, Mood, and Salivary Cortisol. <i>International Journal of Clinical and Experimental Hypnosis</i> , 2010, 59, 122-142.	1.8	26
79	SphereAvatar. , 2012, , .		26
80	Design and implementation of an immersive virtual reality system based on a smartphone platform. , 2013, , .		26
81	Acting Rehearsal in Collaborative Multimodal Mixed Reality Environments. <i>Presence: Teleoperators and Virtual Environments</i> , 2012, 21, 406-422.	0.6	25
82	The Effect of Environmental Features, Self-Avatar, and Immersion on Object Location Memory in Virtual Environments. <i>Frontiers in ICT</i> , 2016, 3, .	3.6	24
83	The Effects of Low Latency on Pointing and Steering Tasks. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2016, 22, 1605-1615.	4.4	24
84	Dataset and Metrics for Predicting Local Visible Differences. <i>ACM Transactions on Graphics</i> , 2018, 37, 1-14.	7.2	24
85	3D sketching for interactive model retrieval in virtual reality. , 2018, , .		24
86	Comparing flat and spherical displays in a trust scenario in avatar-mediated interaction. , 2014, , .		22
87	Strangers and friends in caves. , 2003, , .		21
88	An assessment of eye-gaze potential within immersive virtual environments. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2007, 3, 1-17.	4.3	21
89	Using a P300 Brainâ€“Computer Interface in an Immersive Virtual Environment. <i>Presence: Teleoperators and Virtual Environments</i> , 2010, 19, 12-24.	0.6	21
90	Variations in physiological responses of participants during different stages of an immersive virtual environment experiment. , 2006, , .		20

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91	A gaze-preserving situated multiview telepresence system. , 2014, , .		20
92	Perceptual rasterization for head-mounted display image synthesis. ACM Transactions on Graphics, 2019, 38, 1-14.	7.2	20
93	Individual Differences in Embodied Distance Estimation in Virtual Reality. , 2019, , .		20
94	Interaction with Three-Dimensional Gesture and Character Input in Virtual Reality: Recognizing Gestures in Different Directions and Improving User Input. IEEE Consumer Electronics Magazine, 2018, 7, 64-72.	2.3	19
95	Social Virtual Reality Platform Comparison and Evaluation Using a Guided Group Walkthrough Method. Frontiers in Virtual Reality, 2021, 2, .	3.7	19
96	Shared visiting in EQUATOR city. , 2002, , .		18
97	Sharing and Analyzing Data from Presence Experiments. Presence: Teleoperators and Virtual Environments, 2006, 15, 599-610.	0.6	18
98	Communicating Eye Gaze across a Distance without Rooting Participants to the Spot. , 2008, , .		18
99	A saliency-based method of simulating visual attention in virtual scenes. , 2009, , .		18
100	Evaluation of remote collaborative manipulation for scientific data analysis. , 2012, , .		18
101	3D Diff. , 2012, , .		18
102	XML3DRepo. , 2013, , .		18
103	Construction and Evaluation of an Ultra Low Latency Frameless Renderer for VR. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1377-1386.	4.4	18
104	Avatar Type Affects Performance of Cognitive Tasks in Virtual Reality. , 2019, , .		18
105	Telelife: The Future of Remote Living. Frontiers in Virtual Reality, 2021, 2, .	3.7	18
106	Accurate real-time occlusion for mixed reality. , 2017, , .		17
107	The London Travel Demonstrator. , 1999, , .		16
108	A novel brain-computer interface using a multi-touch surface. , 2010, , .		16

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109	Using tracked mobile sensors to make maps of environmental effects. <i>Personal and Ubiquitous Computing</i> , 2008, 12, 331-342.	2.8	15
110	High-Fidelity Avatar Eye-Representation. , 2008, , .		15
111	Efficient Hybrid Image Warping for High Frame-Rate Stereoscopic Rendering. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2017, 23, 1332-1341.	4.4	15
112	Efficient navigation around complex virtual environments. , 1997, , .		14
113	Supporting social human communication between distributed walk-in displays. , 2004, , .		14
114	Rapid scene modelling, registration and specification for mixed reality systems. , 2005, , .		14
115	3D Timeline: Reverse engineering of a partâ€based provenance from consecutive 3D models. <i>Computer Graphics Forum</i> , 2014, 33, 135-144.	3.0	14
116	Effects of 3D perspective on head gaze estimation with a multiview autostereoscopic display. <i>International Journal of Human Computer Studies</i> , 2016, 86, 138-148.	5.6	14
117	Merging environments for shared spaces in mixed reality. , 2018, , .		14
118	Directing versus Attracting Attention: Exploring the Effectiveness of Central and Peripheral Cues in Panoramic Videos. , 2020, , .		14
119	Presence-enhancing real walking user interface for first-person video games. , 2009, , .		13
120	Preserving gaze direction in teleconferencing using a camera array and a spherical display. , 2012, , .		13
121	gITF streaming from 3D repo to X3DOM. , 2016, , .		13
122	Open3D. , 2016, , .		13
123	Sensitivity to Rate of Change in Gains Applied by Redirected Walking. , 2019, , .		13
124	Directions for 3D User Interface Research from Consumer VR Games. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2021, 27, 4171-4182.	4.4	13
125	MoveBox: Democratizing MoCap for the Microsoft Rocketbox Avatar Library. , 2020, , .		13
126	Object location memory error in virtual and real environments. , 2017, , .		12

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127	3D Interaction with the Desktop Bat. Computer Graphics Forum, 1995, 14, 97-104.	3.0	11
128	Supporting interoperability and presence awareness in collaborative mixed reality environments. , 2013, , .		11
129	A Tool for Replay and Analysis of Gaze-Enhanced Multiparty Sessions Captured in Immersive Collaborative Environments. , 2008, , .		10
130	Evaluating the Influence of Haptic Force-Feedback on 3D Selection Tasks using Natural Egocentric Gestures. , 2009, , .		10
131	Multimodal Data Capture and Analysis of Interaction in Immersive Collaborative Virtual Environments. Presence: Teleoperators and Virtual Environments, 2012, 21, 388-405.	0.6	10
132	Symmetric telepresence using robotic humanoid surrogates. Computer Animation and Virtual Worlds, 2015, 26, 271-280.	1.2	10
133	Panoinserts. , 2013, , .		10
134	Eye gaze in virtual environments: evaluating the need and initial work on implementation. Concurrency Computation Practice and Experience, 2009, 21, 1437-1449.	2.2	9
135	Modelling selective visual attention for autonomous virtual characters. Computer Animation and Virtual Worlds, 2011, 22, 361-369.	1.2	9
136	A Surround Video Capture and Presentation System for Preservation of Eye-Gaze in Teleconferencing Applications. Presence: Teleoperators and Virtual Environments, 2015, 24, 24-43.	0.6	9
137	3DRepo4Unity. , 2017, , .		9
138	The Effect of Transition Type in Multi-View 360° Media. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1564-1573.	4.4	9
139	Perception of Volumetric Characters' Eye-Gaze Direction in Head-Mounted Displays. , 2019, , .		9
140	Movement of environmental threats modifies the relevance of the defensive eye-blink in a spatially-tuned manner. Scientific Reports, 2019, 9, 3661.	3.3	9
141	Communication during downsizing of a telecommunications company. Corporate Communications, 2003, 8, 73-96.	2.1	8
142	The Impact of a Character Posture Model on the Communication of Affect in an Immersive Virtual Environment. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 965-982.	4.4	8
143	Practicing What We Preach: IEEE VR 2009 Virtual Program Committee Meeting. IEEE Computer Graphics and Applications, 2009, 29, 80-83.	1.2	8
144	Mixing realities for sketch retrieval in Virtual Reality. , 2019, , .		8

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145	The role of posture in the communication of affect in an immersive virtual environment. , 2006, , .		7
146	Mutable mapping. , 2009, , .		7
147	Eyelid kinematics for virtual characters. Computer Animation and Virtual Worlds, 2010, 21, 161-171.	1.2	7
148	Synthesis of Environment Maps for Mixed Reality. , 2017, , .		7
149	The effect of chair type on users' viewing experience for 360-degree video. , 2018, , .		7
150	Analyzing Fragments of Collaboration in Distributed Immersive Virtual Environments. , 2006, , 97-130.		7
151	Spelunking: Experiences using the Dive System on CAVE-like Platforms. Eurographics, 2001, , 153-164.	0.4	7
152	Metameric Varifocal Holograms. , 2022, , .		7
153	Filtering Location-Based Information Using Visibility. Lecture Notes in Computer Science, 2005, , 306-315.	1.3	6
154	Profiling the behaviour of 3D selection tasks on movement time when using natural haptic pointing gestures. , 2009, , .		6
155	Feature-based vector simulation of water waves. Computer Animation and Virtual Worlds, 2011, 22, 91-98.	1.2	6
156	Model Retrieval by 3D Sketching in Immersive Virtual Reality. , 2018, , .		6
157	Position-Based Control of Under-Constrained Haptics: A System for the Dexmo Glove. IEEE Robotics and Automation Letters, 2019, 4, 3497-3504.	5.1	6
158	Evaluating the user experience of acoustic data transmission. Personal and Ubiquitous Computing, 2020, 24, 655-668.	2.8	6
159	Progressive skinning for character animation. Computer Animation and Virtual Worlds, 2007, 18, 473-481.	1.2	5
160	Selecting texture resolution using a task-specific visibility metric. Computer Graphics Forum, 2019, 38, 685-696.	3.0	5
161	Mixing Modalities of 3D Sketching and Speech for Interactive Model Retrieval in Virtual Reality. , 2021, , .		5
162	SafeSpace: what is the feasibility and acceptability of a codesigned virtual reality intervention, incorporating compassionate mind training, to support people undergoing cancer treatment in a clinical setting?. BMJ Open, 2022, 12, e047626.	1.9	5

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163	MR-RIEW: An MR Toolkit for Designing Remote Immersive Experiment Workflows. , 2022, , .		5
164	Enabling Scalability by Partitioning Virtual Environments Using Frontier Sets. Presence: Teleoperators and Virtual Environments, 2006, 15, 77-92.	0.6	4
165	Behaviour-aware sensor fusion: Continuously inferring the alignment of coordinate systems from user behaviour. , 2013, , .		4
166	The AR-Rift 2 prototype. , 2017, , .		4
167	Docking Haptics: Extending the Reach of Haptics by Dynamic Combinations of Grounded and Worn Devices. , 2020, , .		4
168	Integrating Rocketbox Avatars with the Ubiq Social VR platform. , 2022, , .		4
169	Scalability. , 2010, , 393-458.		3
170	Real-Time Collision Detection for Deformable Characters with Radial Fields. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2611-2622.	4.4	3
171	Improving Free-Viewpoint Video Content Production Using RGB-Camera-Based Skeletal Tracking. , 2020, , .		3
172	Privacy-certification standards for extended-reality devices and services. , 2021, , .		3
173	Quality of Service Impact on Edge Physics Simulations for VR. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2691-2701.	4.4	3
174	Minimising Pedestrian Navigational Ambiguities Through Geoannotation and Temporal Tagging. , 2007, , 748-757.		3
175	Progressive skinning for video game character animations. , 2006, , .		2
176	Reverse Engineering Polygonal Meshes Using Discrete Differential Geometry. Computer-Aided Design and Applications, 2008, 5, 86-98.	0.6	2
177	Guest Editor's Introduction Special Section on the Virtual Reality Conference (VR). IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1-2.	4.4	2
178	3D diff. , 2012, , .		2
179	Object removal in panoramic media. , 2015, , .		2
180	Profiling Distributed Virtual Environments by Tracing Causality. , 2018, , .		2

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181	Magnification Vision – a Novel Gaze-Directed User Interface. , 2021, , .		2
182	"Lend Me a Hand" – Extending the Reach of Seated VR Players in Unmodified Games Through Remote Co-Piloting. , 2021, , .		2
183	Perceived Realism of Pedestrian Crowds Trajectories in VR. , 2021, , .		2
184	Usability evaluation techniques for virtual reality technologies. , 0, , .		1
185	Poster: The effect of target size and force feedback on 3D selection within a co-located visual-haptic immersive virtual environment. , 2013, , .		1
186	Ambient fields: representing potential sensory information. , 2016, , .		1
187	Docking Haptics: Dynamic Combinations Of Grounded And Worn Devices. , 2020, , .		1
188	Measuring System Visual Latency through Cognitive Latency on Video See-Through AR devices. , 2020, , .		1
189	Directing versus Attracting Attention: Exploring the Effectiveness of Central and Peripheral Cues in Panoramic Videos. , 2020, , .		1
190	Consensus Based Networking of Distributed Virtual Environments. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 3138-3153.	4.4	1
191	Revisiting the Scene-Graph-as-Bus Concept: Inter-networking Heterogeneous Applications Using glTF Fragments. , 2021, , .		1
192	Construction of Collaborative Virtual Environments. , 2008, , 44-68.		1
193	Displays and Interaction for Virtual Travel. , 2013, , 147-175.		1
194	Pseudo-Shadowed Cursors for 3D Interaction. Journal of Graphics Tools, 2002, 7, 19-25.	0.5	0
195	Product Review: An Overview of Cluster Solutions for Immersive Displays. Presence: Teleoperators and Virtual Environments, 2003, 12, 437-440.	0.6	0
196	Guest Editor's Introduction: Special Section on Virtual Reality. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 485-486.	4.4	0
197	Guest Editor's Introduction: Special Section on the IEEE Virtual Reality Conference (VR). IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 353-354.	4.4	0
198	Requirements. , 2010, , 313-353.		0

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199	Introduction to networked graphics. , 2011, , .		0
200	Visualizing 3D models in aid of public consultation. , 2012, , .		0
201	Visual masking parameters for virtual environments. , 2013, , .		0
202	Ultra low latency dataflow renderer. , 2015, , .		0
203	P1â€³56: Virtual Reality as an Assessment of Social Cognition in Behavioural Variant Frontotemporal Dementia: A Pilot Study.. Alzheimer's and Dementia, 2016, 12, P566.	0.8	0
204	Supporting multiple immersive configurations using a shape-changing display. , 2016, , .		0
205	Dynamic HDR environment capture for mixed reality. , 2018, , .		0
206	Investigating the Perceived Strengths and Limitations of Free-Viewpoint Video. Frontiers in Virtual Reality, 2020, 1, .	3.7	0
207	Beyond blur. ACM Transactions on Graphics, 2021, 40, 1-14.	7.2	0
208	Workshop report from IEEE VR 2007. , 2008, , .		0
209	Other networking components. , 2010, , 275-309.		0
210	Proposals for Future Virtual Environment Software Platforms. , 2011, , 1-12.		0
211	A USER-DEFINED VIRTUAL ENVIRONMENT DIALOGUE ARCHITECTURE. , 1994, , .		0
212	Rectangular Selection of Components in Large 3D Models on the Web. , 2019, , .		0
213	Exploring the Use of Skeletal Tracking for Cheaper Motion Graphs and On-Set Decision Making in Free-Viewpoint Video Production. , 2020, , .		0
214	VR Toolkit for Identifying Group Characteristics. Collective Dynamics, 0, 6, 1.	0.0	0
215	Telelife: A Vision of Remote Living in 2035. , 2022, , .		0