

# Hanspeter Pfister

## List of Publications by Year in descending order

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225  
papers

15,349  
citations

34016

52  
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30848

102  
g-index

243  
all docs

243  
docs citations

243  
times ranked

14157  
citing authors

#	ARTICLE	IF	CITATIONS
1	UpSet: Visualization of Intersecting Sets. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1983-1992.	2.9	1,549
2	HiGlass: web-based visual exploration and analysis of genome interaction maps. Genome Biology, 2018, 19, 125.	3.8	950
3	Saturated Reconstruction of a Volume of Neocortex. Cell, 2015, 162, 648-661.	13.5	870
4	A data-driven reflectance model. ACM Transactions on Graphics, 2003, 22, 759-769.	4.9	542
5	Blind Image Deblurring Using Dark Channel Prior. , 2016, , .		478
6	Face transfer with multilinear models. ACM Transactions on Graphics, 2005, 24, 426-433.	4.9	409
7	What Makes a Visualization Memorable?. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 2306-2315.	2.9	378
8	The Human Tumor Atlas Network: Charting Tumor Transitions across Space and Time at Single-Cell Resolution. Cell, 2020, 181, 236-249.	13.5	334
9	Genome-wide enhancer maps link risk variants to disease genes. Nature, 2021, 593, 238-243.	13.7	332
10	3D TV. ACM Transactions on Graphics, 2004, 23, 814-824.	4.9	330
11	Analysis of human faces using a measurement-based skin reflectance model. ACM Transactions on Graphics, 2006, 25, 1013-1024.	4.9	231
12	LineUp: Visual Analysis of Multi-Attribute Rankings. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 2277-2286.	2.9	221
13	Inverse shade trees for non-parametric material representation and editing. ACM Transactions on Graphics, 2006, 25, 735-745.	4.9	204
14	A data-driven reflectance model. , 2003, , .		201
15	LSTMVis: A Tool for Visual Analysis of Hidden State Dynamics in Recurrent Neural Networks. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 667-676.	2.9	199
16	The big data challenges of connectomics. Nature Neuroscience, 2014, 17, 1448-1454.	7.1	194
17	Beyond Memorability: Visualization Recognition and Recall. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 519-528.	2.9	188
18	Design and fabrication of materials with desired deformation behavior. ACM Transactions on Graphics, 2010, 29, 1-10.	4.9	185

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19	Sliced and Radon Wasserstein Barycenters of Measures. Journal of Mathematical Imaging and Vision, 2015, 51, 22-45.	0.8	181
20	Deblurring Images via Dark Channel Prior. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2018, 40, 2315-2328.	9.7	174
21	The Hologram in My Hand: How Effective is Interactive Exploration of 3D Visualizations in Immersive Tangible Augmented Reality?. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 457-467.	2.9	153
22	Learning to Super-Resolve Blurry Face and Text Images. , 2017, , .		152
23	Seq2seq-Vis: A Visual Debugging Tool for Sequence-to-Sequence Models. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 353-363.	2.9	142
24	Multi-scale image harmonization. ACM Transactions on Graphics, 2010, 29, 1-10.	4.9	138
25	Real-time face pose estimation from single range images. , 2008, , .		135
26	MizBee: A Multiscale Synteny Browser. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 897-904.	2.9	127
27	Evaluation of Artery Visualizations for Heart Disease Diagnosis. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 2479-2488.	2.9	123
28	Multi-scale capture of facial geometry and motion. ACM Transactions on Graphics, 2007, 26, 33.	4.9	116
29	Blind video temporal consistency. ACM Transactions on Graphics, 2015, 34, 1-9.	4.9	112
30	Video face replacement. ACM Transactions on Graphics, 2011, 30, 1-10.	4.9	111
31	DXR: A Toolkit for Building Immersive Data Visualizations. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 715-725.	2.9	107
32	Fabricating articulated characters from skinned meshes. ACM Transactions on Graphics, 2012, 31, 1-9.	4.9	105
33	Learning Visual Importance for Graphic Designs and Data Visualizations. , 2017, , .		102
34	Object Space EWA Surface Splatting: A Hardware Accelerated Approach to High Quality Point Rendering. Computer Graphics Forum, 2002, 21, 461-470.	1.8	101
35	Defocus video matting. ACM Transactions on Graphics, 2005, 24, 567-576.	4.9	101
36	EWA splatting. IEEE Transactions on Visualization and Computer Graphics, 2002, 8, 223-238.	2.9	100

#	ARTICLE	IF	CITATIONS
37	Image-based 3D photography using opacity hulls. ACM Transactions on Graphics, 2002, , .	4.9	100
38	Capture and modeling of non-linear heterogeneous soft tissue. ACM Transactions on Graphics, 2009, 28, 1-9.	4.9	100
39	Large-scale automatic reconstruction of neuronal processes from electron microscopy images. Medical Image Analysis, 2015, 22, 77-88.	7.0	91
40	Statistics of Infrared Images. , 2007, , .		88
41	Data-Driven Guides: Supporting Expressive Design for Information Graphics. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 491-500.	2.9	86
42	Quality Metrics for Information Visualization. Computer Graphics Forum, 2018, 37, 625-662.	1.8	86
43	Learning silhouette features for control of human motion. ACM Transactions on Graphics, 2005, 24, 1303-1331.	4.9	85
44	Physical reproduction of materials with specified subsurface scattering. ACM Transactions on Graphics, 2010, 29, 1-10.	4.9	84
45	Antialiasing for automultiscopic 3D displays. , 2006, , .		83
46	State-of-the-Art in GPU-Based Large-Scale Volume Visualization. Computer Graphics Forum, 2015, 34, 13-33.		78
47	3D TV. , 2004, , .		68
48	Interactive Volume Exploration of Petascale Microscopy Data Streams Using a Visualization-Driven Virtual Memory Approach. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 2285-2294.	2.9	68
49	Image-based 3D photography using opacity hulls. ACM Transactions on Graphics, 2002, 21, 427-437.	4.9	66
50	Ssecret and NeuroTrace: Interactive Visualization and Analysis Tools for Large-Scale Neuroscience Data Sets. IEEE Computer Graphics and Applications, 2010, 30, 58-70.	1.0	63
51	The Emerging Genre of Data Comics. IEEE Computer Graphics and Applications, 2017, 37, 6-13.	1.0	63
52	Point-Based Computer Graphics. IEEE Computer Graphics and Applications, 2004, 24, 22-23.	1.0	62
53	A Fully-Connected Layered Model of Foreground and Background Flow. , 2013, , .		62
54	Interactive intrinsic video editing. ACM Transactions on Graphics, 2014, 33, 1-10.	4.9	62

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55	Piggybacking Robots. , 2017, , .		62
56	BubbleView. ACM Transactions on Computer-Human Interaction, 2017, 24, 1-40.	4.6	61
57	CG2Real: Improving the Realism of Computer Generated Images Using a Large Collection of Photographs. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1273-1285.	2.9	59
58	Example-based video color grading. ACM Transactions on Graphics, 2013, 32, 1-12.	4.9	59
59	A statistical model for synthesis of detailed facial geometry. ACM Transactions on Graphics, 2006, 25, 1025-1034.	4.9	58
60	Optical Splitting Trees for High-Precision Monocular Imaging. IEEE Computer Graphics and Applications, 2007, 27, 32-42.	1.0	57
61	Pathline: A Tool For Comparative Functional Genomics. Computer Graphics Forum, 2010, 29, 1043-1052.	1.8	57
62	Scalable and Interactive Segmentation and Visualization of Neural Processes in EM Datasets. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 1505-1514.	2.9	54
63	ConnectomeExplorer: Query-Guided Visual Analysis of Large Volumetric Neuroscience Data. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 2868-2877.	2.9	54
64	NIH-NSF visualization research challenges report summary. IEEE Computer Graphics and Applications, 2006, 26, 20-24.	1.0	53
65	What do color changes reveal about an outdoor scene?. , 2008, , .		53
66	Reconstructing Loopy Curvilinear Structures Using Integer Programming. , 2013, , .		53
67	Domino: Extracting, Comparing, and Manipulating Subsets Across Multiple Tabular Datasets. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 2023-2032.	2.9	53
68	MitoEM Dataset: Large-Scale 3D Mitochondria Instance Segmentation from EM Images. Lecture Notes in Computer Science, 2020, 12265, 66-76.	1.0	52
69	Particle-based Sampling and Meshing of Surfaces in Multimaterial Volumes. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 1539-1546.	2.9	51
70	Image restoration using online photo collections. , 2009, , .		51
71	Video face replacement. , 2011, , .		50
72	Segmentation fusion for connectomics. , 2011, , .		49

#	ARTICLE	IF	CITATIONS
73	NeuroLines: A Subway Map Metaphor for Visualizing Nanoscale Neuronal Connectivity. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 2369-2378.	2.9	49
74	Multi-scale capture of facial geometry and motion. , 2007, , .		47
75	Factored time-lapse video. ACM Transactions on Graphics, 2007, 26, 101.	4.9	47
76	Layered RGBD scene flow estimation. , 2015, , .		46
77	MulteeSum: A Tool for Comparative Spatial and Temporal Gene Expression Data. IEEE Transactions on Visualization and Computer Graphics, 2010, 16, 908-917.	2.9	45
78	Local Layering for Joint Motion Estimation and Occlusion Detection. , 2014, , .		44
79	DataToon. , 2019, , .		44
80	Evaluation of Filesystem Provenance Visualization Tools. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 2476-2485.	2.9	43
81	Point-based computer graphics. , 2004, , .		42
82	Visualization for the Physical Sciences. Computer Graphics Forum, 2012, 31, 2317-2347.	1.8	42
83	Computational design of metallophone contact sounds. ACM Transactions on Graphics, 2015, 34, 1-13.	4.9	42
84	Analysis of human faces using a measurement-based skin reflectance model. , 2006, , .		41
85	Reconstructing Curvilinear Networks Using Path Classifiers and Integer Programming. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2016, 38, 2515-2530.	9.7	41
86	Guidelines for Effective Usage of Text Highlighting Techniques. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 489-498.	2.9	41
87	Face transfer with multilinear models. , 2006, , .		40
88	Radon-Like features and their application to connectomics. , 2010, , .		39
89	Trainable Convolution Filters and Their Application to Face Recognition. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2012, 34, 1423-1436.	9.7	39
90	Design and Evaluation of Interactive Proofreading Tools for Connectomics. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 2466-2475.	2.9	39

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91	Entourage: Visualizing Relationships between Biological Pathways using Contextual Subsets. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 2536-2545.	2.9	38
92	HiPiler: Visual Exploration of Large Genome Interaction Matrices with Interactive Small Multiples. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 522-531.	2.9	37
93	Abstractocyte: A Visual Tool for Exploring Nanoscale Astroglial Cells. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 853-861.	2.9	36
94	Commercial Visual Analytics Systemsâ€“Advances in the Big Data Analytics Field. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 3011-3031.	2.9	36
95	<i>SparseLeap</i>: Efficient Empty Space Skipping for Large-Scale Volume Rendering. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 974-983.	2.9	35
96	Evaluating â€“Graphical Perceptionâ€™ with CNNs. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 641-650.	2.9	35
97	Factored time-lapse video. , 2007, , .		34
98	Exploring the Connectome: Petascale Volume Visualization of Microscopy Data Streams. IEEE Computer Graphics and Applications, 2013, 33, 50-61.	1.0	34
99	NeuroBlocks â€“ Visual Tracking of Segmentation and Proofreading for Large Connectomics Projects. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 738-746.	2.9	34
100	Visualizing Nonlinear Narratives with Story Curves. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 595-604.	2.9	34
101	Maximizing all margins: Pushing face recognition with Kernel Plurality. , 2011, , .		33
102	Facetto: Combining Unsupervised and Supervised Learning for Hierarchical Phenotype Analysis in Multi-Channel Image Data. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 227-237.	2.9	32
103	Embodied Navigation in Immersive Abstract Data Visualization: Is Overview+Detail or Zooming Better for 3D Scatterplots?. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 1214-1224.	2.9	32
104	Visualizing and Interacting with Geospatial Networks: A Survey and Design Space. Computer Graphics Forum, 2021, 40, 5-33.	1.8	32
105	Visibility Subspaces: Uncalibrated Photometric Stereo with Shadows. Lecture Notes in Computer Science, 2010, , 251-264.	1.0	32
106	Developmental Rewiring between Cerebellar Climbing Fibers and Purkinje Cells Begins with Positive Feedback Synapse Addition. Cell Reports, 2019, 29, 2849-2861.e6.	2.9	31
107	Fast and automatic object pose estimation for range images on the GPU. Machine Vision and Applications, 2010, 21, 749-766.	1.7	30
108	Volume MLS Ray Casting. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 1372-1379.	2.9	29

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109	Interactive Histology of Large-Scale Biomedical Image Stacks. IEEE Transactions on Visualization and Computer Graphics, 2010, 16, 1386-1395.	2.9	28
110	Exploring Visual Information Flows in Infographics. , 2020, , .		28
111	Inverse shade trees for non-parametric material representation and editing. , 2006, , .		27
112	Facial performance enhancement using dynamic shape space analysis. ACM Transactions on Graphics, 2014, 33, 1-12.	4.9	27
113	Resampling, Antialiasing, and Compression in Multiview 3-D Displays. IEEE Signal Processing Magazine, 2007, 24, 88-96.	4.6	26
114	Pathfinder: Visual Analysis of Paths in Graphs. Computer Graphics Forum, 2016, 35, 71-80.	1.8	26
115	DataSelfie. , 2019, , .		26
116	Visual Interaction with Deep Learning Models through Collaborative Semantic Inference. IEEE Transactions on Visualization and Computer Graphics, 2019, 26, 1-1.	2.9	26
117	An interaction-aware, perceptual model for non-linear elastic objects. ACM Transactions on Graphics, 2016, 35, 1-13.	4.9	26
118	Vivaldi: A Domain-Specific Language for Volume Processing and Visualization on Distributed Heterogeneous Systems. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 2407-2416.	2.9	25
119	Eye Fixation Metrics for Large Scale Evaluation and Comparison of Information Visualizations. Mathematics and Visualization, 2017, , 235-255.	0.4	25
120	Generalizing wave gestures from sparse examples for real-time character control. ACM Transactions on Graphics, 2015, 34, 1-12.	4.9	24
121	Detection of Neuron Membranes in Electron Microscopy Images Using Multi-scale Context and Radon-Like Features. Lecture Notes in Computer Science, 2011, 14, 670-677.	1.0	23
122	A statistical model for synthesis of detailed facial geometry. , 2006, , .		22
123	Video Snapshots: Creating High-Quality Images from Video Clips. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1868-1879.	2.9	22
124	Multi-scale image harmonization. , 2010, , .		22
125	ICONATE: Automatic Compound Icon Generation and Ideation. , 2020, , .		22
126	Minerva: a light-weight, narrative image browser for multiplexed tissue images. Journal of Open Source Software, 2020, 5, 2579.	2.0	22



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127	Multiphase geometric couplings for the segmentation of neural processes. , 2009, , .		21
128	booc.io: An Education System with Hierarchical Concept Maps and Dynamic Non-linear Learning Plans. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 571-580.	2.9	21
129	Scalable Interactive Visualization for Connectomics. Informatics, 2017, 4, 29.	2.4	21
130	Guided visual exploration of genomic stratifications in cancer. Nature Methods, 2014, 11, 884-885.	9.0	20
131	Characterizing Cancer Subtypes Using Dual Analysis in Caleydo StratomeX. IEEE Computer Graphics and Applications, 2014, 34, 38-47.	1.0	20
132	P<scp>eax</scp>: Interactive Visual Pattern Search in Sequential Data Using Unsupervised Deep Representation Learning. Computer Graphics Forum, 2020, 39, 167-179.	1.8	20
133	Automatic Pose Estimation for Range Images on the GPU. International Conference on 3-D Digital Imaging and Modeling, Proceedings, 2007, , .	0.0	19
134	Computational design of walking automata. , 2015, , .		19
135	ConTour: Data-Driven Exploration of Multi-Relational Datasets for Drug Discovery. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1883-1892.	2.9	18
136	Overview of Multiview Video Coding and Anti-Aliasing for 3D Displays. Proceedings International Conference on Image Processing, 2007, , .	0.0	17
137	Narrative online guides for the interpretation of digital-pathology images and tissue-atlas data. Nature Biomedical Engineering, 2022, 6, 515-526.	11.6	17
138	Architectures for real-time volume rendering. Future Generation Computer Systems, 1999, 15, 1-9.	4.9	16
139	A Crowdsourced Alternative to Eye-tracking for Visualization Understanding. , 2015, , .		16
140	Neural Process Reconstruction from Sparse User Scribbles. Lecture Notes in Computer Science, 2011, 14, 621-628.	1.0	16
141	Automatic Neural Reconstruction from Petavoxel of Electron Microscopy Data. Microscopy and Microanalysis, 2016, 22, 536-537.	0.2	15
142	Vials: Visualizing Alternative Splicing of Genes. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 399-408.	2.9	15
143	Guided Proofreading of Automatic Segmentations for Connectomics. , 2018, , .		15
144	Rendering Deformable Surface Reflectance Fields. IEEE Transactions on Visualization and Computer Graphics, 2005, 11, 48-58.	2.9	14

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145	Multi-video browsing and summarization. , 2012, , .		14
146	NucMM Dataset: 3D Neuronal Nuclei Instance Segmentation at Sub-Cubic Millimeter Scale. Lecture Notes in Computer Science, 2021, , 164-174.	1.0	14
147	Multiview user interfaces with an automultiscopic display. , 2008, , .		13
148	Enabling a high throughput real time data pipeline for a large radio telescope array with GPUs. Computer Physics Communications, 2010, 181, 1707-1714.	3.0	13
149	Physical reproduction of materials with specified subsurface scattering. , 2010, , .		13
150	Biologically-Constrained Graphs for Global Connectomics Reconstruction. , 2019, , .		13
151	Visualization in Connectomics. Mathematics and Visualization, 2014, , 221-245.	0.4	13
152	Automated Measurements of Key Morphological Features of Human Embryos for IVF. Lecture Notes in Computer Science, 2020, 12265, 25-35.	1.0	12
153	Segmenting Planar Superpixel Adjacency Graphs w.r.t. Non-planar Superpixel Affinity Graphs. Lecture Notes in Computer Science, 2013, , 266-279.	1.0	12
154	Display pre-filtering for multi-view video compression. , 2007, , .		11
155	Candidate Sampling for Neuron Reconstruction from Anisotropic Electron Microscopy Volumes. Lecture Notes in Computer Science, 2014, 17, 17-24.	1.0	11
156	Context-Guided Diffusion for Label Propagation on Graphs. , 2015, , .		11
157	Personalizing Gesture Recognition Using Hierarchical Bayesian Neural Networks. , 2017, , .		11
158	Pattern-Driven Navigation in 2D Multiscale Visualizations with Scalable Insets. IEEE Transactions on Visualization and Computer Graphics, 2019, 26, 1-1.	2.9	11
159	FDive: Learning Relevance Models Using Pattern-based Similarity Measures. , 2019, , .		11
160	Learning silhouette features for control of human motion. , 2004, , .		10
161	Time-lapse Photometric Stereo and Applications. Computer Graphics Forum, 2014, 33, 359-367.	1.8	10
162	A Generic Framework and Library for Exploration of Small Multiples through Interactive Piling. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 358-368.	2.9	10

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163	Compresso: Efficient Compression of Segmentation Data for Connectomics. Lecture Notes in Computer Science, 2017, , 781-788.	1.0	9
164	Culling for Extreme-Scale Segmentation Volumes: A Hybrid Deterministic and Probabilistic Approach. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1132-1141.	2.9	9
165	Joint 5D Pen Input for Light Field Displays. , 2015, , .		9
166	Scope2Screen: Focus+Context Techniques for Pathology Tumor Assessment in Multivariate Image Data. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 259-269.	2.9	9
167	Diagnosing Ensemble Few-Shot Classifiers. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 3292-3306.	2.9	9
168	Fast re-rendering of volume and surface graphics by depth, color, and opacity buffering. Medical Image Analysis, 2000, 4, 235-251.	7.0	8
169	A Collaborative Digital Pathology System for Multi-Touch Mobile and Desktop Computing Platforms. Computer Graphics Forum, 2013, 32, 227-242.	1.8	8
170	Screenit: Visual Analysis of Cellular Screens. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 591-600.	2.9	8
171	Bird's Eye Large-Scale Visual Analytics of City Dynamics using Social Location Data. Computer Graphics Forum, 2019, 38, 595-607.	1.8	8
172	Objective Observer-Relative Flow Visualization in Curved Spaces for Unsteady 2D Geophysical Flows. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 283-293.	2.9	8
173	Two Stream Active Query Suggestion for Active Learning in Connectomics. Lecture Notes in Computer Science, 2020, 12363, 103-120.	1.0	8
174	ProteomeVis: a web app for exploration of protein properties from structure to sequence evolution across organisms' proteomes. Bioinformatics, 2018, 34, 3557-3565.	1.8	7
175	Debugging Sequence-to-Sequence Models with Seq2Seq-Vis. , 2018, , .		7
176	When and how convolutional neural networks generalize to out-of-distribution category-viewpoint combinations. Nature Machine Intelligence, 2022, 4, 146-153.	8.3	7
177	Multilinear models for face synthesis. , 2004, , .		6
178	Hardware-Accelerated Volume Rendering. , 2005, , 229-258.		6
179	Exploring Defocus Matting: Nonparametric Acceleration, Super-Resolution, and Off-Center Matting. IEEE Computer Graphics and Applications, 2007, 27, 43-52.	1.0	6
180	The Wood Image Analysis and Dataset (WIAD): Open-access visual analysis tools to advance the ecological data revolution. Methods in Ecology and Evolution, 2021, 12, 2379-2387.	2.2	6

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181	Device effect on panoramic video+context tasks. , 2014, , .		5
182	GenNI: Human-AI Collaboration for Data-Backed Text Generation. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1106-1116.	2.9	5
183	Ask Me or Tell Me? Enhancing the Effectiveness of Crowdsourced Design Feedback. , 2021, , .		5
184	VICE: Visual Identification and Correction of Neural Circuit Errors. Computer Graphics Forum, 2021, 40, 447-458.	1.8	5
185	PhotoApp. ACM Transactions on Graphics, 2021, 40, 1-16.	4.9	5
186	Gradient estimation and sheared interpolation for the cube architecture. Computers and Graphics, 1995, 19, 667-677.	1.4	4
187	3D TV. , 2004, , .		4
188	Display-aware image editing. , 2011, , .		4
189	Distributed terascale volume visualization using distributed shared virtual memory. , 2011, , .		4
190	Medical Image Processing Using GPU-Accelerated ITK Image Filters. , 2011, , 737-749.		4
191	Demand-driven volume rendering of terascale EM data. , 2011, , .		4
192	Semi-supervised learning with explicit relationship regularization. , 2015, , .		4
193	Visualization Design Sprints for Online and On-Campus Courses. IEEE Computer Graphics and Applications, 2021, 41, 37-47.	1.0	4
194	Parsing and Summarizing Infographics with Synthetically Trained Icon Detection. , 2021, , .		4
195	Developmental Stage Classification of Embryos Using Two-Stream Neural Network with Linear-Chain Conditional Random Field. Lecture Notes in Computer Science, 2021, 12908, 363-372.	1.0	4
196	Detecting Synapse Location and Connectivity by Signed Proximity Estimation and Pruning with Deep Nets. Lecture Notes in Computer Science, 2019, , 354-364.	1.0	4
197	Synapse-Aware Skeleton Generation for Neural Circuits. Lecture Notes in Computer Science, 2019, , 227-235.	1.0	4
198	Multiphase geometric couplings for the segmentation of neural processes. , 2009, , .		4

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199	The Pattern is in the Details: An Evaluation of Interaction Techniques for Locating, Searching, and Contextualizing Details in Multivariate Matrix Visualizations. , 2022, , .		4
200	Edge-colored directed subgraph enumeration on the connectome. Scientific Reports, 2022, 12, .	1.6	4
201	Consistent Video Filtering for Camera Arrays. Computer Graphics Forum, 2017, 36, 397-407.	1.8	3
202	GUIRO: User-Guided Matrix Reordering. IEEE Transactions on Visualization and Computer Graphics, 2019, , 1-1.	2.9	3
203	Consistent Recurrent Neural Networks For 3d Neuron Segmentation. , 2021, , .		3
204	Channel Embedding for Informative Protein Identification from Highly Multiplexed Images. Lecture Notes in Computer Science, 2020, 12265, 3-13.	1.0	3
205	Monocular Reconstruction of Neural Face Reflectance Fields. , 2021, , .		3
206	The connectome project. Xrds, 2011, 18, 8-13.	0.2	2
207	Mu-8: visualizing differences between proteins and their families. BMC Proceedings, 2014, 8, S5.	1.8	2
208	Visual Pattern-Driven Exploration of Big Data. , 2018, 2018, .		2
209	A Topological Nomenclature for 3D Shape Analysis in Connectomics. , 2020, , .		2
210	TimeTubesX: A Query-Driven Visual Exploration of Observable, Photometric, and Polarimetric Behaviors of Blazars. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1917-1929.	2.9	2
211	Moderne Volumenvisualisierung (Modern Volume Visualization). IT - Information Technology, 2004, 46, 117-122.	0.6	1
212	Multi-view Video Compression for 3D Displays. Conference Record of the Asilomar Conference on Signals, Systems and Computers, 2007, , .	0.0	1
213	Massively Parallel Model of Extended Memory Use in Evolutionary Game Dynamics. , 2013, , .		1
214	Local high-order regularization on data manifolds. , 2015, , .		1
215	Criteria Sliders: Learning Continuous Database Criteria via Interactive Ranking. , 2017, , .		1
216	Three Architectures for Volume Rendering. Computer Graphics Forum, 1995, 14, 111-122.	1.8	1

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217	Processing and editing of faces using a measurement-based skin reflectance model. , 2006, , .		0
218	An Update from VisWeek 2009. Computing in Science and Engineering, 2010, 12, 82-87.	1.2	0
219	Preface. IEEE Transactions on Visualization and Computer Graphics, 2010, 16, xi-xx.	2.9	0
220	Interactive large-scale image editing using operator reduction. , 2011, , .		0
221	A Lattice Boltzmann Simulation of Hemodynamics in a Patient-Specific Aortic Coarctation Model. Lecture Notes in Computer Science, 2013, , 17-25.	1.0	0
222	Preface: Message from the program chairs. , 2013, , .		0
223	PhotoApp. ACM Transactions on Graphics, 2021, 40, 1-16.	4.9	0
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