Kaan Aksit

List of Publications by Year
in descending order

49 papers	1,096 citations	567281 15 h-index	642732 23 g-index
49 all docs	49 docs citations	49 times ranked	725 citing authors

#	Article	IF	Citations
1	Nearâ€Eye Display and Tracking Technologies for Virtual and Augmented Reality. Computer Graphics Forum, 2019, 38, 493-519.	3.0	130
2	Wide Field Of View Varifocal Near-Eye Display Using See-Through Deformable Membrane Mirrors. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1322-1331.	4.4	126
3	Heart rate monitoring via remote photoplethysmography with motion artifacts reduction. Optics Express, 2010, 18, 4867.	3.4	107
4	Foveated AR. ACM Transactions on Graphics, 2019, 38, 1-15.	7.2	100
5	Connecting networks of toys and smartphones with visible light communication. , 2014, 52, 72-78.		93
6	Near-eye varifocal augmented reality display using see-through screens. ACM Transactions on Graphics, 2017, 36, 1-13.	7.2	86
7	FocusAR: Auto-focus Augmented Reality Eyeglasses for both Real World and Virtual Imagery. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2906-2916.	4.4	54
8	Slim near-eye display using pinhole aperture arrays. Applied Optics, 2015, 54, 3422.	2.1	52
9	Manufacturing Application-Driven Foveated Near-Eye Displays. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1928-1939.	4.4	43
10	Beyond blur. ACM Transactions on Graphics, 2021, 40, 1-14.	7.2	29
11	Multi-view autostereoscopic projection display using rotating screen. Optics Express, 2013, 21, 29043.	3.4	22
12	Head-mounted mixed reality projection display for games production and entertainment. Personal and Ubiquitous Computing, 2015, 19, 509-521.	2.8	21
13	Super stereoscopy technique for comfortable and realistic 3D displays. Optics Letters, 2014, 39, 6903.	3.3	20
14	Learned holographic light transport: invited. Applied Optics, 2022, 61, B50.	1.8	20
15	Telelife: The Future of Remote Living. Frontiers in Virtual Reality, 2021, 2, .	3.7	18
16	Beaming Displays. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2659-2668.	4.4	17
17	Toward Standardized Classification of Foveated Displays. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2126-2134.	4.4	15
18	Patch scanning displays: spatiotemporal enhancement for displays. Optics Express, 2020, 28, 2107.	3.4	15

#	Article	IF	Citations
19	MEMS scanners and emerging 3D and interactive Augmented Reality display applications. , 2013, , .		14
20	Dynamic exit pupil trackers for autostereoscopic displays. Optics Express, 2013, 21, 14331.	3.4	13
21	Portable 3D Laser Projector Using Mixed Polarization Technique. Journal of Display Technology, 2012, 8, 582-589.	1.2	12
22	SensiCut: Material-Aware Laser Cutting Using Speckle Sensing and Deep Learning. , 2021, , .		12
23	Optical Gaze Tracking with Spatially-Sparse Single-Pixel Detectors. , 2020, , .		12
24	Head-worn mixed reality projection display application. , 2014, , .		9
25	From sound to sight: Using audio processing to enable visible light communication. , 2014, , .		8
26	Membrane AR. , 2017, , .		8
27	10â€1: Towards Varifocal Augmented Reality Displays using Deformable Beamsplitter Membranes. Digest of Technical Papers SID International Symposium, 2018, 49, 92-95.	0.3	8
28	Metameric Varifocal Holograms. , 2022, , .		7
29	Varifocal virtuality. , 2017, , .		5
30	Light engine and optics for HELIUM3D auto-stereoscopic laser scanning display. , 2011, , .		3
31	Steerable application-adaptive near eye displays. , 2018, , .		3
32	Perceptually guided computer-generated holography. , 2022, , .		3
33	48.4: Beam Forming for a Laser Based Autoâ€stereoscopic Multiâ€Viewer Display. Digest of Technical Papers SID International Symposium, 2011, 42, 702-705.	0.3	2
34	Cutting-edge VR/AR display technologies (gaze-, accommodation-, motion-aware and HDR-enabled). , 2018, , .		2
35	Matching prescription & visual acuity. , 2019, , .		2
36	Novel 3D displays using micro-optics and MEMS. , 2012, , .		1

#	Article	IF	Citations
37	Single and multi-user head tracked glasses-free 3D displays. , 2013, , .		1
38	Pâ€187L: Lateâ€News Poster: Improved 3D with Super Stereoscopy Technique. Digest of Technical Papers SID International Symposium, 2014, 45, 1067-1069.	0.3	1
39	Head tracked retroreflecting 3D display. Journal of the Society for Information Display, 2015, 23, 56-68.	2.1	1
40	Beaming displays: towards displayless augmented reality near-eye displays. , 2022, , .		1
41	Paper No 15.2: Head-Tracked Retroreflecting 3D Display. Digest of Technical Papers SID International Symposium, 2013, 44, 247-250.	0.3	0
42	Paper No 15.1: Augmented Reality and 3D Displays Using Picoâ€Projectors. Digest of Technical Papers SID International Symposium, 2013, 44, 243-246.	0.3	0
43	Paper No 17.4: Auto-Stereoscopic Projection Display Using Rotating Screen. Digest of Technical Papers SID International Symposium, 2013, 44, 275-277.	0.3	0
44	Super stereoscopy 3D glasses for more realistic 3D vision. , 2014, , .		0
45	56.6L: Lateâ€News Paper: Modular Multiâ€Projection Multiâ€View Autostereoscopic Display using MEMS Laser Projectors. Digest of Technical Papers SID International Symposium, 2014, 45, 828-831.	0.3	0
46	Computational Displays for Virtual Reality and Augmented Reality Applications. , 2017, , .		0
47	RetroTracker: Upgrading Existing Virtual Reality Tracking Systems. , 2019, , .		0
48	Beyond blur. ACM Transactions on Graphics, 2021, 40, 1-14.	7.2	0
49	Towards Remote Pixelless Displays. , 2021, , .		0