

PUBLICACIONES EN REVISTAS INTERNACIONALES

Informática Gráfica

Science Citation Index

A31 *Smart shape modeling?*

F. J. Serón, A. Zaldívar, A. Blesa, G. Celani, J. Magallón
In: **International Journal on Interactive Design and Manufacturing**,
accepted 2021
Factor de impacto

A30 *SLM simulation of a Monte Carlo Path Tracing for Computer Generated Holograms.*

A. Blesa, J. Magallón, F. J. Serón,
In: **Springer Nature Computer Science**, Vol. 2, issue 3, 2021
SN COMPUT. SCI. 2, 233 (2021).
e-ISSN: 2661-8907 <https://doi.org/10.1007/s42979-021-00632-6>
Print ISSN: 2662-995X <https://link.springer.com/content/pdf/10.1007/s42979-021-00632-6.pdf>
Factor de impacto

A29 *Physically Based Simulation of Rainbows*

I. Sadeghi, A. Munoz, P. Laven, W. Jarosz, F. Seron, D. Gutierrez, H. Wann Jensen
In: **ACM Transactions on Graphics**, vol. 31, n° 1, Article No. 3, January
2012
DOI: 10.1145/2077341.2077344
ISSN: 0730-0301 (Print), 1557-7368 (Online)
<https://dl.acm.org/doi/10.1145/2077341.2077344>
Factor de impacto JCR: 3.361

A28 *Birefringence: Calculation of Refracted Ray Paths in Biaxial Crystals*

P. Latorre, F. Serón, D. Gutiérrez
In: **The Visual Computer**, vol. 28, n° 4, pp. 341-356, **2012**
DOI 10.1007/s00371-011-0619-2
ISSN: 0178-2789 (Print) (**2012**), 1432-2315 (Online) (**2011**)
<https://link.springer.com/article/10.1007/s00371-011-0619-2>
Factor de impacto JCR: 0.909

A27 *Semantic Visualization of 3D Urban Environments*

J.L. Pina, E. Cerezo, F. Seron
In: **Multimedia Tools and Applications**, vol. 59, n° 2, pp. 505-521, **2012**
DOI 10.1007/s11042-011-0776-3
ISSN: 1380-7501 (Print), 1573-7721 (Online)
<https://link.springer.com/article/10.1007/s11042-011-0776-3>
Factor de impacto JCR: 1.014

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A26 *Coordinated System for Real Time Muscle Deformation during Locomotion*

S. Baldassarri, F. Serón

In: **Journal of Universal Computer Science**, vol.17, nº 3, pp. 349-376, 2011

DOI: 10.3217/jucs-017-03-0349

ISSN: 0948-695X (Print), 0948-6968 (Online)

http://www.jucs.org/jucs_17_3/coordinated_system_for_real

Factor de impacto JCR: 0.398

A25 *Perceptual Considerations for Motion Blur Rendering*

F. Navarro, S. Castillo, F. J. Serón, D. Gutiérrez

In: **ACM Transactions on Applied Perception**, vol. 8, nº 3, Article 20:1-15, 2011

DOI: 10.1145/2010325.2010330

ISSN: 1544-3558 (Print), 1544-3956 (Online)

<https://dl.acm.org/doi/10.1145/2010325.2010330>

Factor de impacto JCR: 1.145

A24 *Capture and Analysis of Racing Gameplay Metrics*

E. Jiménez, K. Mitchell, F. Serón

In: **IEEE Software**, September/October, vol. 28, nº 5, pp. 46-52, 2011

DOI: 10.1109/MS.2011.71

ISSN: 0740-7459

https://www.computer.org/csdl/magazine/so/2011/05/mso2011050046/13rUy_eTVfZ

Factor de impacto JCR: 1.508

A23 *BSSRDF Estimation from Single Images*

A. Muñoz, J. I. Echevarria, F. J. Seron, J. Lopez-Moreno, M. Glencross, D. Gutierrez

In: **Computer Graphics Forum**, vol. 30, nº 2, pp. 455-464, 2011

DOI: 10.1111/j.1467-8659.2011.01873.x

ISSN: 1467-8659 (Online)

<https://onlinelibrary.wiley.com/doi/10.1111/j.1467-8659.2011.01873.x>

Factor de impacto JCR: 1.636

A22 *Convolution-Based Simulation of Homogeneous Subsurface Scattering*

A. Muñoz, J. I. Echevarria, F. J. Serón, D. Gutiérrez

In: **Computer Graphic Forum**, vol. 30, nº 8, pp. 2279-2287, 2011

DOI: 10.1111/j.1467-8659.2011.02034.x

ISSN: 1467-8659 (Online)

<https://onlinelibrary.wiley.com/doi/10.1111/j.1467-8659.2011.02034.x>

Factor de impacto JCR: 1.636

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A21 *Motion Blur Rendering: State of the Art*

F. Navarro, F. J. Seron, D. Gutiérrez

In: **Computer Graphics Forum**, vol. 30, n° 1, pp. 3-26, 2011.

DOI: 10.1111/j.1467-8659.2010.01840.x

ISSN: 1467-8659 (Online)

<https://onlinelibrary.wiley.com/doi/abs/10.1111/j.1467-8659.2010.01840.x>

Factor de impacto JCR: 1.634

A20 *BqR-Tree: A Data Structure for Flights and Walkthroughs in Urban Scenes with Mobile Elements*

J.L Pina, F. Seron, E. Cerezo

In: **Computer Graphics Forum**, vol.29, n° 6, pp. 1745-1755, 2010.

DOI: 10.1111/j.1467-8659.2010.01654.x

ISSN: 1467-8659 (Online)

<https://onlinelibrary.wiley.com/doi/abs/10.1111/j.1467-8659.2010.01654.x>

Factor de impacto JCR: 1.476

A19 *New approaches to culling and LOD methods for scenes with multiple virtual actors*

R. Rodríguez, E. Cerezo, S. Baldassari, F. J. Seron

In: **Computers & Graphics-UK**, vol. 34, n° 6, pp. 729-741, 2010.

DOI: 10.1016/j.cag.2010.07.006

ISSN: 0097-8493

Factor de impacto JCR: 0.735

<https://www.sciencedirect.com/science/article/abs/pii/S0097849310001123>

A18 *Interactive High Dynamic Range Lighting of Dynamic Participating Media.*

F. Navarro, D. Gutierrez, F. J. Seron

In: **The Visual Computer**, vol. 25, n° 4, pp. 339-347, 2009.

DOI: 10.1007/s00371-008-0299-8

ISSN: 0178-2789 (Print), 1432-2315 (Online)

<https://link.springer.com/article/10.1007/s00371-008-0299-8>

Factor de impacto JCR I: 0.786

A17 *Depicting Procedural Caustics in Single Images*

D. Gutiérrez, J. López-Moreno, J. Fandos, F. J. Seron, M. P. Sánchez, E. Reinhard

In: **ACM Transactions on Graphics**, vol. 27, n° 5, art. 120, pp. 1275-1284, 2008.

DOI: 10.1145/1409060.1409073

ISSN: 0730-0301 (Print), 1557-7368 (Online)

<https://dl.acm.org/doi/10.1145/1409060.1409073>

Factor de impacto JCR: 3.383

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A16 *Visualizing Underwater Ocean Optics.*

D. Gutierrez, F. J. Seron, A. Munoz, and O. Anson

In: **Computer Graphics Forum**, vol. 27, n° 2, pp. 547-556, **2008**.

DOI: 10.1111/j.1467-8659.2008.01152.x

ISSN: 1467-8659 (Online)

<https://onlinelibrary.wiley.com/doi/abs/10.1111/j.1467-8659.2008.01152.x>

Factor de impacto JCR: 1.86

A15 *Optimization techniques for curved path computing.*

A. Muñoz, D. Gutierrez, F.J.Seron

In: **The Visual Computer**, vol. 23, n° 7, pp. 493-502, **2007**.

DOI: 10.1007/s00371-007-0122-y

ISSN: 0178-2789 (Print), 1432-2315 (Online)

<https://link.springer.com/article/10.1007/s00371-007-0122-y>

Factor de impacto JCR: 0.69

A14 *Simulation of Atmospheric Phenomena.*

D. Gutiérrez, F. J. Serón, A. Muñoz, O. Ansón

In: **Computer&Graphics-UK**, vol. 30, no. 6, pp. 994-1010, **2006**.

DOI: 10.1016/j.cag.2006.05.002

ISSN: 0097-8493

<https://www.sciencedirect.com/science/article/abs/pii/S0097849306001026>

Factor de impacto JCR: 0.601

A13 *Statistical Adaptive Potential for Active Contours.*

J. I. Pulido, F. J. Serón

In: **Perception**, vol. 34, issue 1_suppl, pp. 174, **2005**.

Twenty-eighth European Conference on Visual Perception

ISSN: 0301-066 (Print), 1468-4233 (Online)

Factor de impacto JCR: 1.391

https://journals.sagepub.com/toc/peca/34/1_suppl

<https://journals.sagepub.com/doi/pdf/10.1177/03010066050340S101>

A12 *A Survey on Participating Media Rendering Techniques.*

E. Cerezo, F. Pérez, X. Puedo, F. J. Serón, F. X. Sillion

In: **The Visual Computer**, vol. 21, n° 5, pp. 303-328, **2005**.

DOI: 10.1007/s00371-005-0287-1

ISSN: 0178-2789 (Print), 1432-2315 (Online)

<https://link.springer.com/article/10.1007/s00371-005-0287-1>

Factor de impacto JCR: 0.667

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- A11** *Implementation of a Method of Curved Ray Tracing for Inhomogeneous Atmospheres.*
F. J. Serón, D. Gutiérrez, G. Gutiérrez, E. Cerezo
In: **Computer&Graphics-UK**, vol. 29, nº 1, pp. 95-108, **2005**.
DOI: 10.1016/j.cag.2004.11.010
ISSN: 0097-8493
<https://www.sciencedirect.com/science/article/abs/pii/S0097849304001967>
Factor de impacto JCR: 0.641
- A10** *The Evolution of a Wildland Forest Fire Front.*
F. J. Serón, D. Gutiérrez, J. Magallón, L. Ferragut, M. I. Asensio
In: **The Visual Computer**, vol. 21, nº 3, pp. 152-169, **2005**.
DOI: 10.1007/s00371-004-0278-7
ISSN: ISSN: 0178-2789 (Print), 1432-2315 (Online)
<https://link.springer.com/article/10.1007/s00371-004-0278-7>
Factor de impacto JCR: 0.667
- A09** *A CAVE-Like Environment as a tool for full-size train design*
F. J. Serón, D. Gutiérrez, J. A. Magallón, E. J. Sobreviela, J. A. Gutiérrez
In: **Virtual Reality**, vol. 7, pp. 82-93, **2004**.
DOI: 10.1007/s10055-003-0117-6
SJR: 0.188, IF: from 2008
ISSN: 1359-4338
<https://link.springer.com/article/10.1007/s10055-003-0117-6>
Factor de impacto JCR: Se inicia en el año 2000
- A08** *Geometric and Visual Modelling of Complex Stratigraphic Structures*
F. J. Serón, J.J. Torrens, J. A. Magallón, A. Turón, S. Baldassarri
In: **Computer&Graphics-UK**, vol. 28, nº 4, pp. 585-599, **2004**.
DOI: 10.1016/j.cag.2004.04.013
ISSN: 0097-8493
<https://www.sciencedirect.com/science/article/abs/pii/S0097849304000585>
Factor de impacto JCR: 0.503
- A07** *Archaeological and Cultural Heritage: Bringing Life to an Unearthed Muslim Suburb in an Immersive Environment.*
D. Gutierrez, F. J. Seron, J. A. Magallón, E. Sobreviela, P. Iatorre
In: **Journal of Cultural Heritage**, vol. 5, nº 1, pp. 63-74, **2004**.
DOI: 10.1016/j.culher.2003.10.001
ISSN: 1296-2074
<https://www.sciencedirect.com/science/article/abs/pii/S1296207403001146>
Factor de impacto JCR: 1.066

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A06 *Rendering natural waters taking fluorescence into account*

E. Cerezo, F. J. Serón

In: **Computer Animation and Virtual Worlds**, vol. 15, nº 5, pp. 471-484, **2004**.

DOI: 10.1002/cav.10

ISSN: 1546-427X (Online)

<https://onlinelibrary.wiley.com/doi/abs/10.1002/cav.10>

Factor de impacto JCR: 0.0 (nacimiento)

A05 *An approach to the Simulation of the Sea as Participating Medium.*

E. Cerezo, F. J. Serón

In: **Computer&Graphics-UK**, vol. 27, nº 4, pp. 487-501, **2003**.

DOI: 10.1016/S0097-8493(03)00085-2

ISSN: 0097-8493

Factor de impacto JCR: 0.545

<https://www.sciencedirect.com/science/article/abs/pii/S0097849303000852>

A04 *Adding Support for High-Level Skeletal Animation.*

F. J. Serón, R. Rodríguez, A. Pina, E. Cerezo

In: **IEEE Transactions on Visualization and Computer Graphics**, vol. 8, nº 4, pp. 360-372, **2002**.

DOI: 10.1109/TVCG.2002.1044521

ISSN: 1077-2626

<https://ieeexplore.ieee.org/abstract/document/1044521>

Factor de impacto JCR: 1.741

A03 *Software Laboratory for Physical Based Human Body Animation*

F. Rojas, S. Baldassarri, F. J. Serón

In: **Lecture Notes Computer Science LNCS-2492**, pp.226-240, **2002**

DOI: 10.1007/3-540-36138-3_19

ISSN: 0302-9743

https://link.springer.com/chapter/10.1007/3-540-36138-3_19

Factor de impacto de revista en ISI: 0.515

A02 *Quality Control of an Interpolation Method for Discontinuous Parametric Surfaces.*

In: **Computer Graphics Forum**, vol 12, nº 3, pp. 461-471, **1993**

F. J. Serón, J. J. Torrens, J. A. Magallón

DOI: 10.1111/1467-8659.1230461

ISSN: 1467-8659

<https://onlinelibrary.wiley.com/doi/abs/10.1111/1467-8659.1230461>

<https://onlinelibrary.wiley.com/doi/pdf/10.1111/1467-8659.1230461>

Factor de impacto JCR: (no había)

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- A01** *Visualization and Finite Element Techniques for Seismic Interpretation.*
In: **Computers & Graphics-UK**, vol. 16, n° 4, pp. 383-394, 1992.
F. J. Serón
DOI: 10.1016/0097-8493(92)90025-Q
ISSN: 0097-8493
<https://www.sciencedirect.com/science/article/abs/pii/009784939290025Q>
Factor de impacto de revista en ISI: (no había)

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No Science Citation Index

A09 *Be Civis: An Immersive Serious Game*

Y. Alvarado, R. Guerrero, F. J. Serón

In: **EAI Endorsed Transactions on Serious Games**, vol. 4, n° 15, 6 pp, 2017.

DOI: 10.4108/eai.5-1-2018.153534

ISSN: 2034-8800

<http://dx.doi.org/10.4108/eai.5-1-2018.153534>

A08 *Serious games network*

C. Vaz de Carvalho, P. M. Latorre, F. J. Serón

In: **Virtual Archaeological Review**, vol. 4, n° 9, pp. 174-180, 2013.

DOI: 10.4995/var.2013.4271

ISSN: 1989-9947

<https://riunet.upv.es/handle/10251/138687>

A07 *The Challenge of Hexahedral Meshing of Arterial Geometry.*

E. García, F. J. Seron, and S. Baldassarri

In: **Machine Graphics&Vision**, vol. 17, n° (1/2), pp. 35-55, 2008.

SJR: 0.132

ISSN: 12300535

<https://dl.acm.org/doi/10.5555/1534494.1534497>

A06 *Assessment of an interactive 3D video experiences aimed at larger Audiences.*

E. J. Sobreviela, D. Gutiérrez, F. Gómez, F. J. Serón

In: **IADAT Journal of Advanced Technology on Imaging and Graphics**, vol. 1, issue 2, pp. 59-61, 2005.

ISSN: 1885-6411 (Print)

<https://www.iadat.org/publication/default.htm>

A05 Editorial: *Special Issue: Computer Graphics in Spain.*

J. Regincós, F. J. Serón, **Guest Editors**

In: **Computer&Graphics**, vol. 29, n° 2, pp. 177-178, 2005.

DOI: 10.1016/j.cag.2004.12.001

ISSN: 0097-8493

<https://dl.acm.org/doi/abs/10.1016/j.cag.2004.12.001>

A04 *Physically-based behaviour of light in the atmosphere*

D. Gutiérrez, F. J. Serón, O. Ansón, A. Muñoz

In: **Journal of Computer Graphics and Geometry (e-Journal)**, vol. 6, n° 2, pp. 80-99, 2004

Victor Pilyugin (Ed.)

ISSN: 1811-8992

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- A03** *CLS: A low-cost visualization environment for the train industry*
D. Gutiérrez, F. J. Serón, J. A. Magallón, E. J. Sobrevela, J. A. Gutiérrez
In: **Mechanics&Industries**, vol. 5, number 2, pp. 139-145, **2004**.
ISSN: 2257-7777 (Print), 2257-7750 (Online)
<https://www.mechanics-industry.org/articles/meca/abs/2004/02/mivc3/mivc3.html>
<https://doi.org/10.1051/mecva:2004014>
<https://www.cambridge.org/core/journals/mechanics-and-industry/article/abs/cls-a-low-cost-visualization-environment-for-the-train-industry/0809FA46F377CBBC42F7EB7425C31F2A#>
- A02** *Modelling Objects with Changing Shapes: A Survey.*
S. Baldassarri, D. Gutiérrez, F. J. Serón
In: **Machine Graphics & Vision**, vol. 11, n° 4, pp. 399-430, **2002**.
ISSN: 12300535
<https://dl.acm.org/doi/10.5555/876720.876721>
<https://dl.acm.org/doi/10.5555/876720.876721>
- A01** *PCRT3D: An interactive three-dimensional Radiation Treatment Planning system based on volume rendering for low-end platforms.*
E. Cerezo, F. Serón, A. Soria
In: **Machine Graphics&Vision Journal**, vol. 7, n° 4, pp. 859-878, **1998**.
ISSN: 12300535
<http://mgv.wzim.sggw.pl/MGV07.html#V7N4>
<https://www.infona.pl/resource/bwmeta1.element.baztech-article-BWA1-0001-0389>