

# Jean Ponce

## List of Publications by Citations

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**Version:** 2024-04-27

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

28  
papers

2,443  
citations

16  
h-index

28  
g-index

28  
ext. papers

2,953  
ext. citations

7.5  
avg, IF

5  
L-index

#	Paper	IF	Citations
28	A sparse texture representation using local affine regions. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , <b>2005</b> , 27, 1265-78	13.3	736
27	Learning a convolutional neural network for non-uniform motion blur removal <b>2015</b> ,		324
26	Non-uniform Deblurring for Shaken Images. <i>International Journal of Computer Vision</i> , <b>2012</b> , 98, 168-186	10.6	286
25	3D Object Modeling and Recognition Using Local Affine-Invariant Image Descriptors and Multi-View Spatial Constraints. <i>International Journal of Computer Vision</i> , <b>2006</b> , 66, 231-259	10.6	250
24	Accurate, Dense, and Robust Multi-View Stereopsis <b>2007</b> ,		167
23	Describing surfaces. <i>Computer Vision, Graphics, and Image Processing</i> , <b>1985</b> , 32, 1-28		162
22	Carved Visual Hulls for Image-Based Modeling. <i>International Journal of Computer Vision</i> , <b>2009</b> , 81, 53-67	10.6	68
21	Segmentation by transduction <b>2008</b> ,		67
20	Computing exact aspect graphs of curved objects: Algebraic surfaces. <i>International Journal of Computer Vision</i> , <b>1992</b> , 9, 231-255	10.6	67
19	Learning to Estimate and Remove Non-uniform Image Blur <b>2013</b> ,		56
18	Projective Visual Hulls. <i>International Journal of Computer Vision</i> , <b>2007</b> , 74, 137-165	10.6	53
17	Flexible Object Models for Category-Level 3D Object Recognition <b>2007</b> ,		43
16	An object centered hierarchical representation for 3D objects: The prism tree. <i>Computer Vision, Graphics, and Image Processing</i> , <b>1987</b> , 38, 1-28		24
15	On using CAD models to compute the pose of curved 3D objects. <i>CVGIP Image Understanding</i> , <b>1992</b> , 55, 184-197		21
14	<b>2011</b> ,		19
13	Curve and Surface Duals and the Recognition of Curved 3D Objects from their Silhouettes. <i>International Journal of Computer Vision</i> , <b>2004</b> , 58, 73-86	10.6	18
12	The Local Projective Shape of Smooth Surfaces and Their Outlines. <i>International Journal of Computer Vision</i> , <b>2005</b> , 63, 65-83	10.6	12

11	Probabilistic 3D Object Recognition. <i>International Journal of Computer Vision</i> , <b>2000</b> , 36, 51-70	10.6	12
10	Straight homogeneous generalized cylinders: Differential geometry and uniqueness results. <i>International Journal of Computer Vision</i> , <b>1990</b> , 4, 79-100	10.6	11
9	A Discriminative Framework for Texture and Object Recognition Using Local Image Features. <i>Lecture Notes in Computer Science</i> , <b>2006</b> , 423-442	0.9	11
8	End-to-end Interpretable Learning of Non-blind Image Deblurring. <i>Lecture Notes in Computer Science</i> , <b>2020</b> , 314-331	0.9	9
7	Image-Based Rendering Using Parameterized Image Varieties. <i>International Journal of Computer Vision</i> , <b>2001</b> , 41, 143-170	10.6	6
6	3D Object Modeling and Recognition from Photographs and Image Sequences. <i>Lecture Notes in Computer Science</i> , <b>2006</b> , 105-126	0.9	6
5	Modeling 3D Objects from Stereo Views and Recognizing Them in Photographs. <i>Lecture Notes in Computer Science</i> , <b>2006</b> , 563-574	0.9	5
4	Epipolar Geometry and Linear Subspace Methods: A New Approach to Weak Calibration. <i>International Journal of Computer Vision</i> , <b>1998</b> , 28, 223-243	10.6	4
3	On Computing Structural Changes in Evolving Surfaces and their Appearance. <i>International Journal of Computer Vision</i> , <b>2001</b> , 43, 113-131	10.6	4
2	Dense 3D motion capture from synchronized video streams <b>2008</b> ,		2
1	Efficient, blind, spatially-variant deblurring for shaken images75-99		