

Jean Ponce

List of Publications by Year in Descending Order

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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	End-to-end Interpretable Learning of Non-blind Image Deblurring. <i>Lecture Notes in Computer Science</i> , 2020 , 314-331	0.9	9
27	Learning a convolutional neural network for non-uniform motion blur removal 2015 ,		324
26	Learning to Estimate and Remove Non-uniform Image Blur 2013 ,		56
25	Non-uniform Deblurring for Shaken Images. <i>International Journal of Computer Vision</i> , 2012 , 98, 168-186	10.6	286
24	2011 ,		19
23	Carved Visual Hulls for Image-Based Modeling. <i>International Journal of Computer Vision</i> , 2009 , 81, 53-67	10.6	68
22	Segmentation by transduction 2008 ,		67
21	Dense 3D motion capture from synchronized video streams 2008 ,		2
20	Projective Visual Hulls. <i>International Journal of Computer Vision</i> , 2007 , 74, 137-165	10.6	53
19	Flexible Object Models for Category-Level 3D Object Recognition 2007 ,		43
18	Accurate, Dense, and Robust Multi-View Stereopsis 2007 ,		167
17	3D Object Modeling and Recognition Using Local Affine-Invariant Image Descriptors and Multi-View Spatial Constraints. <i>International Journal of Computer Vision</i> , 2006 , 66, 231-259	10.6	250
16	Modeling 3D Objects from Stereo Views and Recognizing Them in Photographs. <i>Lecture Notes in Computer Science</i> , 2006 , 563-574	0.9	5
15	A Discriminative Framework for Texture and Object Recognition Using Local Image Features. <i>Lecture Notes in Computer Science</i> , 2006 , 423-442	0.9	11
14	3D Object Modeling and Recognition from Photographs and Image Sequences. <i>Lecture Notes in Computer Science</i> , 2006 , 105-126	0.9	6
13	A sparse texture representation using local affine regions. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2005 , 27, 1265-78	13.3	736
12	The Local Projective Shape of Smooth Surfaces and Their Outlines. <i>International Journal of Computer Vision</i> , 2005 , 63, 65-83	10.6	12

11	Curve and Surface Duals and the Recognition of Curved 3D Objects from their Silhouettes. <i>International Journal of Computer Vision</i> , 2004 , 58, 73-86	10.6	18
10	Image-Based Rendering Using Parameterized Image Varieties. <i>International Journal of Computer Vision</i> , 2001 , 41, 143-170	10.6	6
9	On Computing Structural Changes in Evolving Surfaces and their Appearance. <i>International Journal of Computer Vision</i> , 2001 , 43, 113-131	10.6	4
8	Probabilistic 3D Object Recognition. <i>International Journal of Computer Vision</i> , 2000 , 36, 51-70	10.6	12
7	Epipolar Geometry and Linear Subspace Methods: A New Approach to Weak Calibration. <i>International Journal of Computer Vision</i> , 1998 , 28, 223-243	10.6	4
6	Computing exact aspect graphs of curved objects: Algebraic surfaces. <i>International Journal of Computer Vision</i> , 1992 , 9, 231-255	10.6	67
5	On using CAD models to compute the pose of curved 3D objects. <i>CVGIP Image Understanding</i> , 1992 , 55, 184-197		21
4	Straight homogeneous generalized cylinders: Differential geometry and uniqueness results. <i>International Journal of Computer Vision</i> , 1990 , 4, 79-100	10.6	11
3	An object centered hierarchical representation for 3D objects: The prism tree. <i>Computer Vision, Graphics, and Image Processing</i> , 1987 , 38, 1-28		24
2	Describing surfaces. <i>Computer Vision, Graphics, and Image Processing</i> , 1985 , 32, 1-28		162
1	Efficient, blind, spatially-variant deblurring for shaken images75-99		