

Prem Kalra

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10657812/publications.pdf>

Version: 2024-02-01

17
papers

584
citations

933447

10
h-index

1199594

12
g-index

17
all docs

17
docs citations

17
times ranked

394
citing authors

#	ARTICLE	IF	CITATIONS
1	Simulation of Facial Muscle Actions Based on Rational Free Form Deformations. Computer Graphics Forum, 1992, 11, 59-69.	3.0	173
2	A computational skin model: fold and wrinkle formation. IEEE Transactions on Information Technology in Biomedicine, 2002, 6, 317-323.	3.2	133
3	Simulation of Skin Aging and Wrinkles with Cosmetics Insight. Eurographics, 2000, , 15-27.	0.4	69
4	Simulating wrinkles and skin aging. Visual Computer, 1999, 15, 183-198.	3.5	63
5	Quantitative analysis of the Kawase versus the modified Dolenc-Kawase approach for middle cranial fossa lesions with variable anteroposterior extension. Journal of Neurosurgery, 2015, 123, 14-22.	1.6	47
6	Free-access open-source e-learning in comprehensive neurosurgery skills training. Neurology India, 2014, 62, 352.	0.4	22
7	Design and Validation of an Open-Source, Partial Task Trainer for Endonasal Neuro-Endoscopic Skills Development: Indian Experience. World Neurosurgery, 2016, 86, 259-269.	1.3	20
8	Real-time facial interaction. Displays, 1994, 15, 157-163.	3.7	19
9	A System for View-Dependent Animation. Computer Graphics Forum, 2004, 23, 411-420.	3.0	19
10	Off-line hand written input based identity determination using multi kernel feature combination. Pattern Recognition Letters, 2014, 35, 113-119.	4.2	11
11	Reusing view-dependent animation. Visual Computer, 2007, 23, 707-719.	3.5	3
12	Interactive Image Restoration Using Inpainting and Denoising. , 2011, , .		2
13	TOWARDS AN AUTOMATIC APPROACH FOR VIEW-DEPENDENT GEOMETRY. International Journal of Image and Graphics, 2002, 02, 413-423.	1.5	1
14	Explosion Simulation Using Compressible Fluids. , 2008, , .		1
15	Off-line skilled forgery detection on handwritten Devanagiri script. , 2013, , .		1
16	VTalk: A System for generating Text-to-Audio-Visual Speech. IETE Technical Review (Institution of Tj ETQq0 0 0 rgBTj Overlock 10 Tf 50	3.2	0
17	Face-to-Face Communication. , 2003, , 345-368.		0