Prem Kalra

List of Publications by Year
in descending order

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	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
2	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
3	Free-access open-source e-learning in comprehensive neurosurgery skills training. Neurology India, 2014, 62, 352.	0.4	22
4	Off-line hand written input based identity determination using multi kernel feature combination. Pattern Recognition Letters, 2014, 35, 113-119.	4.2	11
5	Off-line skilled forgery detection on handwritten Devanagri script. , 2013, , .		1
6	Interactive Image Restoration Using Inpainting and Denoising. , 2011, , .		2
7	Explosion Simulation Using Compressible Fluids. , 2008, , .		1
8	Reusing view-dependent animation. Visual Computer, 2007, 23, 707-719.	3.5	3
9	A System for View-Dependent Animation. Computer Graphics Forum, 2004, 23, 411-420.	3.0	19
10	Face-to-Face Communication. , 2003, , 345-368.		0
11	TOWARDS AN AUTOMATIC APPROACH FOR VIEW-DEPENDENT GEOMETRY. International Journal of Image and Graphics, 2002, 02, 413-423.	1.5	1
12	A computational skin model: fold and wrinkle formation. IEEE Transactions on Information Technology in Biomedicine, 2002, 6, 317-323.	3.2	133
13	VTalk: A System for generating Text-to-Audio-Visual Speech. IETE Technical Review (Institution of) Tj ETQq1 1 0.784314 rgBT /Overlock	3.2	0
14	Simulation of Skin Aging and Wrinkles with Cosmetics Insight. Eurographics, 2000, , 15-27.	0.4	69
15	Simulating wrinkles and skin aging. Visual Computer, 1999, 15, 183-198.	3.5	63
16	Real-time facial interaction. Displays, 1994, 15, 157-163.	3.7	19
17	Simulation of Facial Muscle Actions Based on Rational Free Form Deformations. Computer Graphics Forum, 1992, 11, 59-69.	3.0	173