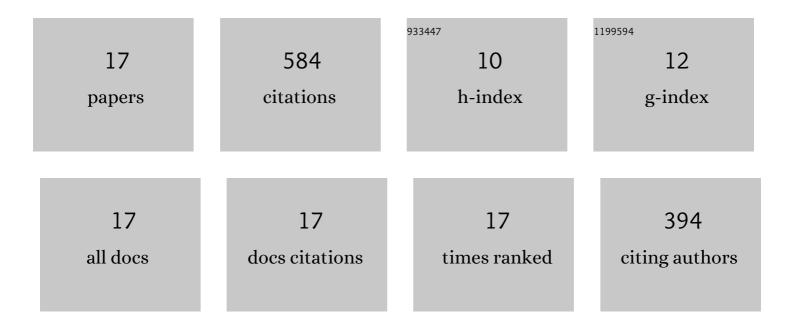
Prem Kalra

List of Publications by Year in descending order

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DDEM KALDA

| # | 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 0.7 | 784314 rg 3.2 | BT /Overloc |
| 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 |