Stefanie Wuhrer

List of Publications by Year
in descending order

36 papers	1,068 citations	471509 17 h-index	477307 29 g-index
37 all docs	37 docs citations	37 times ranked	719 citing authors

#	Article	IF	Citations
1	3D Morphable Face Modelsâ€"Past, Present, and Future. ACM Transactions on Graphics, 2020, 39, 1-38.	7.2	218
2	Building statistical shape spaces for 3D human modeling. Pattern Recognition, 2017, 67, 276-286.	8.1	134
3	Review of statistical shape spaces for 3D data with comparative analysis for human faces. Computer Vision and Image Understanding, 2014, 128, 1-17.	4.7	62
4	A survey of geodesic paths on 3D surfaces. Computational Geometry: Theory and Applications, 2011, 44, 486-498.	0.5	52
5	Estimation of Human Body Shape in Motion with Wide Clothing. Lecture Notes in Computer Science, 2016, , 439-454.	1.3	45
6	A Groupwise Multilinear Correspondence Optimization for 3D Faces. , 2015, , .		43
7	Estimating 3D human shapes from measurements. Machine Vision and Applications, 2013, 24, 1133-1147.	2.7	38
8	Estimation of human body shape and posture under clothing. Computer Vision and Image Understanding, 2014, 127, 31-42.	4.7	38
9	Analyzing Clothing Layer Deformation Statistics of 3D Human Motions. Lecture Notes in Computer Science, 2018, , 245-261.	1.3	36
10	Fully automatic expression-invariant face correspondence. Machine Vision and Applications, 2014, 25, 859-879.	2.7	35
11	Three-dimensional human shape inference from silhouettes: reconstruction and validation. Machine Vision and Applications, 2013, 24, 145-157.	2.7	34
12	Fitting a 3D Morphable Model to Edges: A Comparison Between Hard and Soft Correspondences. Lecture Notes in Computer Science, 2017, , 377-391.	1.3	32
13	Linear reconfiguration of cube-style modular robots. Computational Geometry: Theory and Applications, 2009, 42, 652-663.	0.5	25
14	3D faces in motion: Fully automatic registration and statistical analysis. Computer Vision and Image Understanding, 2015, 131, 100-115.	4.7	25
15	A Decoupled 3D Facial Shape Model by Adversarial Training. , 2019, , .		24
16	Ï€/2-ANGLE YAO GRAPHS ARE SPANNERS. International Journal of Computational Geometry and Applications, 2012, 22, 61-82.	0.5	23
17	Landmark-free posture invariant human shape correspondence. Visual Computer, 2011, 27, 843-852.	3.5	22
18	Posture-invariant statistical shape analysis using Laplace operator. Computers and Graphics, 2012, 36, 410-416.	2.5	20

#	Article	IF	Citations
19	Efficient reconfiguration of lattice-based modular robots. Computational Geometry: Theory and Applications, 2013, 46, 917-928.	0.5	18
20	Analysis of farthest point sampling for approximating geodesics in a graph. Computational Geometry: Theory and Applications, 2016, 57, 1-7.	0.5	18
21	POSTURE INVARIANT CORRESPONDENCE OF INCOMPLETE TRIANGULAR MANIFOLDS. International Journal of Shape Modeling, 2007, 13, 139-157.	0.2	17
22	Automatically Creating Design Models From 3D Anthropometry Data. Journal of Computing and Information Science in Engineering, 2012, 12, .	2.7	14
23	Statistical Analysis of 3D Faces in Motion. , 2013, , .		14
24	Contact preserving shape transfer: Retargeting motion from one shape to another. Computers and Graphics, 2020, 89, 11-23.	2.5	11
25	Semi-Automatic Prediction of Landmarks on Human Models in Varying Poses. , 2010, , .		10
26	Posture invariant surface description and feature extraction. , 2010, , .		8
27	Efficient constant-velocity reconfiguration of crystalline robots. Robotica, 2011, 29, 59-71.	1.9	7
28	Human shape correspondence with automatically predicted landmarks. Machine Vision and Applications, 2012, 23, 821-830.	2.7	6
29	A multilinear tongue model derived from speech related MRI data of the human vocal tract. Computer Speech and Language, 2018, 51, 68-92.	4.3	5
30	Realistic Reconfiguration of Crystalline (and Telecube) Robots. Springer Tracts in Advanced Robotics, 2009, , 433-447.	0.4	5
31	Neural Human Deformation Transfer. , 2021, , .		5
32	Algorithms for Designing Clamshell Molds. Computer-Aided Design and Applications, 2007, 4, 1-10.	0.6	3
33	3D anthropometric data processing. International Journal of Human Factors Modelling and Simulation, 2012, 3, 133.	0.2	3
34	Computing Temporal Alignments of Human Motion Sequences in Wide Clothing Using Geodesic Patches. , 2016, , .		1
35	Tongue Mesh Extraction from 3D MRI Data of the Human Vocal Tract. Mathematics and Visualization, 2016, , 345-365.	0.6	1
36	Clamshell Casting. Algorithmica, 2009, 55, 666-702.	1.3	0