

Stefanie Wuhrer

List of Publications by Year in descending order

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36
papers

1,068
citations

471509

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477307

29
g-index

37
all docs

37
docs citations

37
times ranked

719
citing authors

#	ARTICLE	IF	CITATIONS
1	Neural Human Deformation Transfer. , 2021, , .		5
2	Contact preserving shape transfer: Retargeting motion from one shape to another. Computers and Graphics, 2020, 89, 11-23.	2.5	11
3	3D Morphable Face Models—Past, Present, and Future. ACM Transactions on Graphics, 2020, 39, 1-38.	7.2	218
4	A Decoupled 3D Facial Shape Model by Adversarial Training. , 2019, , .		24
5	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
6	Analyzing Clothing Layer Deformation Statistics of 3D Human Motions. Lecture Notes in Computer Science, 2018, , 245-261.	1.3	36
7	Building statistical shape spaces for 3D human modeling. Pattern Recognition, 2017, 67, 276-286.	8.1	134
8	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
9	Computing Temporal Alignments of Human Motion Sequences in Wide Clothing Using Geodesic Patches. , 2016, , .		1
10	Analysis of farthest point sampling for approximating geodesics in a graph. Computational Geometry: Theory and Applications, 2016, 57, 1-7.	0.5	18
11	Estimation of Human Body Shape in Motion with Wide Clothing. Lecture Notes in Computer Science, 2016, , 439-454.	1.3	45
12	Tongue Mesh Extraction from 3D MRI Data of the Human Vocal Tract. Mathematics and Visualization, 2016, , 345-365.	0.6	1
13	A Groupwise Multilinear Correspondence Optimization for 3D Faces. , 2015, , .		43
14	3D faces in motion: Fully automatic registration and statistical analysis. Computer Vision and Image Understanding, 2015, 131, 100-115.	4.7	25
15	Fully automatic expression-invariant face correspondence. Machine Vision and Applications, 2014, 25, 859-879.	2.7	35
16	Estimation of human body shape and posture under clothing. Computer Vision and Image Understanding, 2014, 127, 31-42.	4.7	38
17	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
18	Estimating 3D human shapes from measurements. Machine Vision and Applications, 2013, 24, 1133-1147.	2.7	38

#	ARTICLE	IF	CITATIONS
19	Three-dimensional human shape inference from silhouettes: reconstruction and validation. Machine Vision and Applications, 2013, 24, 145-157.	2.7	34
20	Efficient reconfiguration of lattice-based modular robots. Computational Geometry: Theory and Applications, 2013, 46, 917-928.	0.5	18
21	Statistical Analysis of 3D Faces in Motion. , 2013, , .		14
22	Ï€/2-ANGLE YAO GRAPHS ARE SPANNERS. International Journal of Computational Geometry and Applications, 2012, 22, 61-82.	0.5	23
23	Automatically Creating Design Models From 3D Anthropometry Data. Journal of Computing and Information Science in Engineering, 2012, 12, .	2.7	14
24	3D anthropometric data processing. International Journal of Human Factors Modelling and Simulation, 2012, 3, 133.	0.2	3
25	Human shape correspondence with automatically predicted landmarks. Machine Vision and Applications, 2012, 23, 821-830.	2.7	6
26	Posture-invariant statistical shape analysis using Laplace operator. Computers and Graphics, 2012, 36, 410-416.	2.5	20
27	Landmark-free posture invariant human shape correspondence. Visual Computer, 2011, 27, 843-852.	3.5	22
28	A survey of geodesic paths on 3D surfaces. Computational Geometry: Theory and Applications, 2011, 44, 486-498.	0.5	52
29	Efficient constant-velocity reconfiguration of crystalline robots. Robotica, 2011, 29, 59-71.	1.9	7
30	Posture invariant surface description and feature extraction. , 2010, , .		8
31	Semi-Automatic Prediction of Landmarks on Human Models in Varying Poses. , 2010, , .		10
32	Clamshell Casting. Algorithmica, 2009, 55, 666-702.	1.3	0
33	Linear reconfiguration of cube-style modular robots. Computational Geometry: Theory and Applications, 2009, 42, 652-663.	0.5	25
34	Realistic Reconfiguration of Crystalline (and Telecube) Robots. Springer Tracts in Advanced Robotics, 2009, , 433-447.	0.4	5
35	Algorithms for Designing Clamshell Molds. Computer-Aided Design and Applications, 2007, 4, 1-10.	0.6	3
36	POSTURE INVARIANT CORRESPONDENCE OF INCOMPLETE TRIANGULAR MANIFOLDS. International Journal of Shape Modeling, 2007, 13, 139-157.	0.2	17