Matthew Turk

List of Publications by Year
in descending order

23 papers	**13,140** citations	840585 **11** h-index	1199470 **12** g-index
23 all docs	**23** docs citations	**23** times ranked	**6628** citing authors

#	Article	IF	Citations
1	Eigenfaces for Recognition. Journal of Cognitive Neuroscience, 1991, 3, 71-86.	1.1	11,279
2	Multimodal interaction: A review. Pattern Recognition Letters, 2014, 36, 189-195.	2.6	332
3	Evaluation of Interest Point Detectors and Feature Descriptors for Visual Tracking. International Journal of Computer Vision, 2011, 94, 335-360.	10.9	328
4	Transformed Social Interaction: Decoupling Representation from Behavior and Form in Collaborative Virtual Environments. Presence: Teleoperators and Virtual Environments, 2004, 13, 428-441.	0.3	174
5	Effective representation using ICA for face recognition robust to local distortion and partial occlusion. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2005, 27, 1977-1981.	9.7	171
6	Manifold based analysis of facial expression. Image and Vision Computing, 2006, 24, 605-614.	2.7	153
7	Non-photorealistic camera. ACM Transactions on Graphics, 2004, 23, 679-688.	4.9	151
8	Perceptual user interfaces (introduction). Communications of the ACM, 2000, 43, 32-34.	3.3	137
9	Transformed Social Interaction, Augmented Gaze, and Social Influence in Immersive Virtual Environments. Human Communication Research, 2005, 31, 511-537.	1.9	119
10	Integrating the physical environment into mobile remote collaboration. , 2012, , .		102
11	NON-NEGATIVE MATRIX FACTORIZATION FRAMEWORK FOR FACE RECOGNITION. International Journal of Pattern Recognition and Artificial Intelligence, 2005, 19, 495-511.	0.7	84
12	Live tracking and mapping from both general and rotation-only camera motion. , 2012, , .		31
13	Efficiently selecting spatially distributed keypoints for visual tracking. , 2011, , .		19
14	Using structured light for efficient depth edge detection. Image and Vision Computing, 2008, 26, 1449-1465.	2.7	17
15	Computer Vision for Mobile Augmented Reality. , 2015, , 3-42.		14
16	Human Activity Recognition Using Local Shape Descriptors. , 2010, , .		8
17	Multisensory embedded pose estimation. , 2011, , .		8
18	The Hierarchical Isometric Self-Organizing Map for Manifold Representation. , 2007, , .		4

#	Article	IF	Citations
19	Face Verification in Polar Frequency Domain: A Biologically Motivated Approach. Lecture Notes in Computer Science, 2005, , 183-190.	1.0	4
20	Biased discriminant analysis using composite vectors for eye detection. , 2008, , .		3
21	Improved outdoor augmented reality through &#x201C;Globalization&#x201D;. , 2013, , .		2
22	Vision-Based Interaction. Synthesis Lectures on Computer Vision, 2013, 4, 1-134.	0.4	0
23	Poster: Investigating viewpoint visualizations for click &amp; go navigation. , 2014, , .		0