

# Iain Matthews

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10818700/publications.pdf>

Version: 2024-02-01

28  
papers

10,818  
citations

430442

18  
h-index

794141

19  
g-index

28  
all docs

28  
docs citations

28  
times ranked

6646  
citing authors

#	ARTICLE	IF	CITATIONS
1	Predicting Head Pose in Dyadic Conversation. Lecture Notes in Computer Science, 2017, , 160-169.	1.0	15
2	A deep learning approach for generalized speech animation. ACM Transactions on Graphics, 2017, 36, 1-11.	4.9	179
3	Synthetic Prior Design for Real-Time Face Tracking. , 2016, , .		11
4	Photogeometric Scene Flow for High-Detail Dynamic 3D Reconstruction. , 2015, , .		28
5	Panoptic Studio: A Massively Multiview System for Social Motion Capture. , 2015, , .		254
6	Predicting movie ratings from audience behaviors. , 2014, , .		21
7	Painful monitoring: Automatic pain monitoring using the UNBC-McMaster shoulder pain expression archive database. Image and Vision Computing, 2012, 30, 197-205.	2.7	138
8	Painful data: The UNBC-McMaster shoulder pain expression archive database. , 2011, , .		357
9	Face Recognition Across Pose and Illumination. , 2011, , 197-221.		45
10	Automatically Detecting Pain in Video Through Facial Action Units. IEEE Transactions on Systems, Man, and Cybernetics, 2011, 41, 664-674.	5.5	197
11	Interactive region-based linear 3D face models. ACM Transactions on Graphics, 2011, 30, 1-10.	4.9	55
12	Modeling and animating eye blinks. ACM Transactions on Applied Perception, 2011, 8, 1-17.	1.2	43
13	Multi-PIE. Image and Vision Computing, 2010, 28, 807-813.	2.7	1,450
14	The Extended Cohn-Kanade Dataset (CK+): A complete dataset for action unit and emotion-specified expression. , 2010, , .		2,498
15	Mapping and Manipulating Facial Expression. Language and Speech, 2009, 52, 369-386.	0.6	37
16	Effects of damping head movement and facial expression in dyadic conversation using real-time facial expression tracking and synthesized avatars. Philosophical Transactions of the Royal Society B: Biological Sciences, 2009, 364, 3485-3495.	1.8	55
17	Multi-View AAM Fitting and Construction. International Journal of Computer Vision, 2008, 76, 183-204.	10.9	25
18	Multi-PIE. , 2008, , .		290

#	ARTICLE	IF	CITATIONS
19	2D vs. 3D Deformable Face Models: Representational Power, Construction, and Real-Time Fitting. International Journal of Computer Vision, 2007, 75, 93-113.	10.9	77
20	Active appearance models with occlusion. Image and Vision Computing, 2006, 24, 593-604.	2.7	95
21	Generic vs. person specific active appearance models. Image and Vision Computing, 2005, 23, 1080-1093.	2.7	287
22	Face Recognition Across Pose and Illumination. , 2005, , 193-216.		20
23	Lucas-Kanade 20 Years On: A Unifying Framework. International Journal of Computer Vision, 2004, 56, 221-255.	10.9	2,376
24	Active Appearance Models Revisited. International Journal of Computer Vision, 2004, 60, 135-164.	10.9	1,282
25	Appearance-based face recognition and light-fields. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2004, 26, 449-465.	9.7	219
26	The template update problem. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2004, 26, 810-815.	9.7	648
27	Automatic construction of active appearance models as an image coding problem. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2004, 26, 1380-1384.	9.7	79
28	Fisher Light-Fields for Face Recognition across Pose and Illumination. Lecture Notes in Computer Science, 2002, , 481-489.	1.0	37