Demetri Terzopoulos

List of Articles by Year
in descending order

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76 peer-reviewed articles	12,687 peer-reviewed citations	210959 29 peer-reviewed h-index	125971 5.91 score
204 documents	29834 doc citations	65478 47 h-index	27127 citing authors

#	Article	IF	Citations
1	Learning Neural Force Manifolds for Sim2Real Robotic Symmetrical Paper Folding. IEEE Transactions on Automation Science and Engineering, 2025, 22, 1483-1496.	7.3	14
2	Prompting Medical Large Vision-Language Models to Diagnose Pathologies by Visual Question Answering. The journal of machine learning for biomedical imaging, 2025, 3, 59-71.	0.9	7
3	A Neural Conditional Random Field Model Using Deep Features and Learnable Functions for End-to-End MRI Prostate Zonal Segmentation. The journal of machine learning for biomedical imaging, 2025, 3, 261-277.	0.9	0
4	Unstructured moving least squares material point methods: a stable kernel approach with continuous gradient reconstruction on general unstructured tessellations. Computational Mechanics, 2024, 75, 655-678.	2.5	4
5	mBEST: Realtime Deformable Linear Object Detection Through Minimal Bending Energy Skeleton Pixel Traversals. IEEE Robotics and Automation Letters, 2023, 8, 4863-4870.	3.0	26
6	Biomimetic oculomotor control with spiking neural networks. Machine Vision and Applications, 2023, 35, .	1.3	1
7	RAVIR: A Dataset and Methodology for the Semantic Segmentation and Quantitative Analysis of Retinal Arteries and Veins in Infrared Reflectance Imaging. IEEE Journal of Biomedical and Health Informatics, 2022, 26, 3272-3283.	4.2	33
8	Guest Editorial Annotation-Efficient Deep Learning: The Holy Grail of Medical Imaging. IEEE Transactions on Medical Imaging, 2021, 40, 2526-2533.	7.0	38
9	Image Segmentation Using Deep Learning: A Survey. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, , 1-1.	10.6	2,251
10	Generalized Multi-Task Learning from Substantially Unlabeled Multi-Source Medical Image Data. The journal of machine learning for biomedical imaging, 2021, 1, 1-25.	0.9	11
11	Door and Doorway Etiquette for Virtual Humans. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 1502-1517.	2.9	9
12	Fast and automatic segmentation of pulmonary lobes from chest CT using a progressive dense V-network. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 2020, 8, 509-518.	0.7	18
13	Deep Learning of Neuromuscular and Visuomotor Control of a Biomimetic Simulated Humanoid. IEEE Robotics and Automation Letters, 2020, 5, 3952-3959.	3.0	2
14	Biomimetic eye modeling & deep neuromuscular oculomotor control. ACM Transactions on Graphics, 2019, 38, 1-14.	4.2	6
15	Fast and Scalable Position-Based Layout Synthesis. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 3231-3243.	2.9	32
16	Position-based real-time simulation of large crowds. Computers and Graphics, 2019, 78, 12-22.	1.3	28
17	Configurable 3D Scene Synthesis and 2D Image Rendering with Per-pixel Ground Truth Using Stochastic Grammars. International Journal of Computer Vision, 2018, 126, 920-941.	5.3	62
18	Deep learning of biomimetic sensorimotor control for biomechanical human animation. ACM Transactions on Graphics, 2018, 37, 1-15.	4.2	53

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19	Visualization of vascular injuries in extremity trauma. Medical and Biological Engineering and Computing, 2017, 55, 1709-1718.	1.8	2
20	Approximate dissections. ACM Transactions on Graphics, 2017, 36, 1-13.	4.2	12
21	Automated pericardial fat quantification from coronary magnetic resonance angiography: feasibility study. Journal of Medical Imaging, 2016, 3, 014002.	0.9	10
22	The Clutterpalette: An Interactive Tool for Detailing Indoor Scenes. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1138-1148.	2.9	54
23	Automated pericardium delineation and epicardial fat volume quantification from noncontrast CT. Medical Physics, 2015, 42, 5015-5026.	2.1	39
24	Zoomorphic design. ACM Transactions on Graphics, 2015, 34, 1-13.	4.2	8
25	Synthetic motion capture: Implementing an interactive virtual marine world. Visual Computer, 2014, 15, 377-394.	1.7	3
26	Realistic Biomechanical Simulation and Control of Human Swimming. ACM Transactions on Graphics, 2014, 34, 1-15.	4.2	47
27	Skull-stripping with machine learning deformable organisms. Journal of Neuroscience Methods, 2014, 236, 114-124.	1.7	8
28	DressUp!. ACM Transactions on Graphics, 2012, 31, 1-14.	4.2	31
29	Make it home. ACM Transactions on Graphics, 2011, 30, 1-12.	4.2	276
30	Comprehensive biomechanical modeling and simulation of the upper body. ACM Transactions on Graphics, 2009, 28, 1-17.	4.2	152
31	Smart Camera Networks in Virtual Reality. Proceedings of the IEEE, 2008, 96, 1640-1656.	8.6	49
32	Spline joints for multibody dynamics. ACM Transactions on Graphics, 2008, 27, 1-8.	4.2	23
33	Autonomous pedestrians. Graphical Models, 2007, 69, 246-274.	0.9	195
34	Intelligent perception and control for space robotics. Machine Vision and Applications, 2007, 19, 141-161.	1.3	12
35	Geometry-driven photorealistic facial expression synthesis. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 48-60.	2.9	141
36	United Snakes. Medical Image Analysis, 2006, 10, 215-233.	9.4	100

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37	Surveillance camera scheduling: a virtual vision approach. Multimedia Systems, 2006, 12, 269-283.	1.7	64
38	Fast GPU computation of the mass properties of a general shape and its application to buoyancy simulation. Visual Computer, 2006, 22, 856-864.	1.7	8
39	Heads up!. ACM Transactions on Graphics, 2006, 25, 1188-1198.	4.2	98
40	Local Physical Models for Interactive Character Animation. Computer Graphics Forum, 2002, 21, 337-346.	1.1	27
41	Deformable organisms for automatic medical image analysis. Medical Image Analysis, 2002, 6, 251-266.	9.4	54
42	A non-self-intersecting adaptive deformable surface for complex boundary extraction from volumetric images. Computers and Graphics, 2001, 25, 421-440.	1.3	44
43	The virtual stuntman: dynamic characters with a repertoire of autonomous motor skills. Computers and Graphics, 2001, 25, 933-953.	1.3	57
44	T-snakes: Topology adaptive snakes. Medical Image Analysis, 2000, 4, 73-91.	9.4	357
45	Artificial life for computer graphics. Communications of the ACM, 1999, 42, 32-42.	1.4	77
46	Topology adaptive deformable surfaces for medical image volume segmentation. IEEE Transactions on Medical Imaging, 1999, 18, 840-850.	7.0	202
47	Visual modeling for computer animation. Computer Graphics, 1999, 33, 42-45.	0.0	13
48	GUEST EDITORS' INTRODUCTION. Computer Vision and Image Understanding, 1997, 65, 111-112.	2.3	2
49	Triangular NURBS and their dynamic generalizations. Computer Aided Geometric Design, 1997, 14, 325-347.	1.0	35
50	Deformable models in medical image analysis: a survey. Medical Image Analysis, 1996, 1, 91-108.	9.4	1,589
51	Constructing Implicit Shape Models from Boundary Data. Graphical Models, 1995, 57, 220-234.	0.6	5
52	Dynamic NURBS swung surfaces for physics-based shape design. CAD Computer Aided Design, 1995, 27, 111-127.	2.1	35
53	A dynamic finite element surface model for segmentation and tracking in multidimensional medical images with application to cardiac 4D image analysis. Computerized Medical Imaging and Graphics, 1995, 19, 69-83.	3.3	308
54	Dynamic NURBS with geometric constraints for interactive sculpting. ACM Transactions on Graphics, 1994, 13, 103-136.	4.2	203

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55	Computer-assisted registration, segmentation, and 3D reconstruction from images of neuronal tissue sections. IEEE Transactions on Medical Imaging, 1994, 13, 351-362.	7.0	91
56	Artificial Fishes: Autonomous Locomotion, Perception, Behavior, and Learning in a Simulated Physical World. Artificial Life, 1994, 1, 327-351.	0.6	199
57	Dynamic deformation of solid primitives with constraints. Computer Graphics, 1992, 26, 309-312.	0.0	81
58	The computer synthesis of expressive faces. Philosophical Transactions of the Royal Society B: Biological Sciences, 1992, 335, 87-93.	2.6	18
59	Heating and melting deformable models. Computer Animation and Virtual Worlds, 1991, 2, 68-73.	0.8	31
60	Modelling and animating faces using scanned data. Computer Animation and Virtual Worlds, 1991, 2, 123-128.	0.8	86
61	Physically-based facial modelling, analysis, and animation. Computer Animation and Virtual Worlds, 1990, 1, 73-80.	0.8	424
62	Visual reconstruction for researchers. Image and Vision Computing, 1989, 7, 308-309.	3.3	0
63	Constraints on deformable models:Recovering 3D shape and nonrigid motion. Artificial Intelligence, 1988, 36, 91-123.	2.2	641
64	Deformable models. Visual Computer, 1988, 4, 306-331.	1.7	470
65	Symmetry-seeking models and 3D object reconstruction. International Journal of Computer Vision, 1988, 1, 211-221.	5.3	225
66	Snakes: Active contour models. International Journal of Computer Vision, 1988, 1, 321-331.	5.3	14,215
67	Modeling inelastic deformation. Computer Graphics, 1988, 22, 269-278.	0.0	341
68	Elastically deformable models. Computer Graphics, 1987, 21, 205-214.	0.0	1,022
69	Signal matching through scale space. International Journal of Computer Vision, 1987, 1, 133-144.	5.3	209
70	Image Analysis Using Multigrid Relaxation Methods. IEEE Transactions on Pattern Analysis and Machine Intelligence, 1986, PAMI-8, 129-139.	10.6	310
71	Regularization of Inverse Visual Problems Involving Discontinuities. IEEE Transactions on Pattern Analysis and Machine Intelligence, 1986, PAMI-8, 413-424.	10.6	650
72	Multilevel computational processes for visual surface reconstruction. Computer Vision, Graphics, and Image Processing, 1983, 24, 52-96.	0.7	279

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73	Detection of osteogenesis imperfecta by automated texture analysis. Computer Graphics and Image Processing, 1982, 20, 229-243.	0.6	7
74	Detection of osteogenesis imperfecta by automated texture analysis. Computer Graphics and Image Processing, 1982, 19, 83.	0.6	0
75	Finding structure in Co-occurrence matrices for texture analysis. Computer Graphics and Image Processing, 1980, 12, 286-308.	0.6	176
76	MPM Lite: Linear Kernels and Integration without Particles. ACM Transactions on Graphics, 0, 45, 1-20.	4.2	0