

Michiel Van De Panne

List of Publications by Year in descending order

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Version: 2024-02-01

39
papers

2,979
citations

361413

20
h-index

552781

26
g-index

39
all docs

39
docs citations

39
times ranked

1099
citing authors

#	ARTICLE	IF	CITATIONS
1	DeepMimic. ACM Transactions on Graphics, 2018, 37, 1-14.	7.2	378
2	DeepLoco. ACM Transactions on Graphics, 2017, 36, 1-13.	7.2	309
3	SIMBICON. ACM Transactions on Graphics, 2007, 26, 105.	7.2	301
4	Composable controllers for physics-based character animation. , 2001, , .		228
5	Generalized biped walking control. ACM Transactions on Graphics, 2010, 29, 1-9.	7.2	160
6	Limit cycle control and its application to the animation of balancing and walking. , 1996, , .		132
7	Motion doodles. ACM Transactions on Graphics, 2004, 23, 424-431.	7.2	132
8	Terrain-adaptive locomotion skills using deep reinforcement learning. ACM Transactions on Graphics, 2016, 35, 1-12.	7.2	123
9	Locomotion skills for simulated quadrupeds. ACM Transactions on Graphics, 2011, 30, 1-12.	7.2	100
10	Sampling-based contact-rich motion control. ACM Transactions on Graphics, 2010, 29, 1-10.	7.2	98
11	Feedback Control For Cassie With Deep Reinforcement Learning. , 2018, , .		98
12	Learning locomotion skills using DeepRL. , 2017, , .		82
13	From Footprints to Animation. Computer Graphics Forum, 1997, 16, 211-223.	3.0	78
14	Guided Learning of Control Graphs for Physics-Based Characters. ACM Transactions on Graphics, 2016, 35, 1-14.	7.2	76
15	Continuation methods for adapting simulated skills. ACM Transactions on Graphics, 2008, 27, 1-7.	7.2	70
16	A numerically efficient and stable algorithm for animating water waves. Visual Computer, 2002, 18, 41-53.	3.5	62
17	Modeling from contour drawings. , 2009, , .		58
18	The virtual stuntman: dynamic characters with a repertoire of autonomous motor skills. Computers and Graphics, 2001, 25, 933-953.	2.5	55

#	ARTICLE	IF	CITATIONS
19	Synthesis of constrained walking skills. ACM Transactions on Graphics, 2008, 27, 1-9.	7.2	42
20	Task-based locomotion. ACM Transactions on Graphics, 2016, 35, 1-11.	7.2	41
21	ALLSTEPS: Curriculum-driven Learning of Stepping Stone Skills. Computer Graphics Forum, 2020, 39, 213-224.	3.0	41
22	Motion doodles. , 2004, , .		38
23	Reusable motion synthesis using state-space controllers. Computer Graphics, 1990, 24, 225-234.	0.1	29
24	Sampling-based contact-rich motion control. , 2010, , .		25
25	Discovering diverse athletic jumping strategies. ACM Transactions on Graphics, 2021, 40, 1-17.	7.2	24
26	Curriculum Learning for Motor Skills. Lecture Notes in Computer Science, 2012, , 325-330.	1.3	22
27	Modeling 3D animals from a side-view sketch. Computers and Graphics, 2015, 46, 221-230.	2.5	22
28	A grasp-based motion planning algorithm for character animation. Computer Animation and Virtual Worlds, 2001, 12, 117-129.	0.9	21
29	Robust task-based control policies for physics-based characters. , 2009, , .		19
30	Vector graphics complexes. ACM Transactions on Graphics, 2014, 33, 1-12.	7.2	19
31	Learning to Locomote: Understanding How Environment Design Matters for Deep Reinforcement Learning. , 2020, , .		17
32	Faster Motion Planning Using Learned Local Viability Models. Proceedings - IEEE International Conference on Robotics and Automation, 2007, , .	0.0	16
33	On Learning Symmetric Locomotion. , 2019, , .		16
34	A Grasp-based Motion Planning Algorithm for Character Animation. Eurographics, 2000, , 43-58.	0.4	13
35	Motion doodles. , 2007, , .		10
36	A Survey on Reinforcement Learning Methods in Character Animation. Computer Graphics Forum, 2022, 41, 613-639.	3.0	8

#	ARTICLE	IF	CITATIONS
37	Diverse Motions and Character Shapes for Simulated Skills. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1345-1355.	4.4	7
38	Motion doodles. , 2006, , .		6
39	Model-Based Action Exploration for Learning Dynamic Motion Skills. , 2018, , .		3