

Edmond Boyer

List of Publications by Year in descending order

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19
papers

2,571
citations

1040056

9
h-index

1199594

12
g-index

19
all docs

19
docs citations

19
times ranked

1826
citing authors

#	ARTICLE	IF	CITATIONS
1	Tracking-by-Detection of 3D Human Shapes: From Surfaces to Volumes. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2018, 40, 1994-2008.	13.9	7
2	Multi-view Dynamic Shape Refinement Using Local Temporal Integration. , 2017, , .		50
3	A Bayesian Approach to Multi-view 4D Modeling. International Journal of Computer Vision, 2016, 116, 115-135.	15.6	9
4	Human Shape and Pose Tracking Using Keyframes. , 2014, , .		22
5	Robust Human Body Shape and Pose Tracking. , 2013, , .		21
6	Cage-Based Motion Recovery Using Manifold Learning. , 2012, , .		5
7	Keypoints and Local Descriptors of Scalar Functions on 2D Manifolds. International Journal of Computer Vision, 2012, 100, 78-98.	15.6	96
8	Topology-Adaptive Mesh Deformation for Surface Evolution, Morphing, and Multiview Reconstruction. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2011, 33, 823-837.	13.9	38
9	A survey of vision-based methods for action representation, segmentation and recognition. Computer Vision and Image Understanding, 2011, 115, 224-241.	4.7	791
10	An Unsupervised Framework for Action Recognition Using Actemes. Lecture Notes in Computer Science, 2011, , 592-605.	1.3	2
11	Free-form mesh tracking: A patch-based approach. , 2010, , .		69
12	Probabilistic Deformable Surface Tracking from Multiple Videos. Lecture Notes in Computer Science, 2010, , 326-339.	1.3	47
13	Efficient Polyhedral Modeling from Silhouettes. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2009, 31, 414-427.	13.9	86
14	Action recognition using exemplar-based embedding. , 2008, , .		129
15	Temporal Surface Tracking Using Mesh Evolution. Lecture Notes in Computer Science, 2008, , 30-43.	1.3	34
16	Action Recognition from Arbitrary Views using 3D Exemplars. , 2007, , .		324
17	Free viewpoint action recognition using motion history volumes. Computer Vision and Image Understanding, 2006, 104, 249-257.	4.7	725
18	Regular and non-regular point sets: Properties and reconstruction. Computational Geometry: Theory and Applications, 2001, 19, 101-126.	0.5	39

#	ARTICLE	IF	CITATIONS
19	3D Surface Reconstruction Using Occluding Contours. International Journal of Computer Vision, 1997, 22, 219-233.	15.6	77