

Heinrich H BÃ¼lthoff

List of Publications by Year in descending order

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Version: 2024-02-01

67
papers

7,283
citations

136885

32
h-index

118793

62
g-index

67
all docs

67
docs citations

67
times ranked

4470
citing authors

#	ARTICLE	IF	CITATIONS
1	Merging the senses into a robust percept. Trends in Cognitive Sciences, 2004, 8, 162-169.	4.0	1,482
2	Separate neural pathways for the visual analysis of object shape in perception and prehension. Current Biology, 1994, 4, 604-610.	1.8	513
3	Orientation dependence in the recognition of familiar and novel views of three-dimensional objects. Vision Research, 1992, 32, 2385-2400.	0.7	436
4	Face recognition under varying poses: The role of texture and shape. Vision Research, 1996, 36, 1761-1771.	0.7	369
5	Image-based object recognition in man, monkey and machine. Cognition, 1998, 67, 1-20.	1.1	348
6	Is human object recognition better described by geon structural descriptions or by multiple views? Comment on Biederman and Gerhardstein (1993).. Journal of Experimental Psychology: Human Perception and Performance, 1995, 21, 1494-1505.	0.7	322
7	Integration of depth modules: stereo and shading. Journal of the Optical Society of America A: Optics and Image Science, and Vision, 1988, 5, 1749.	0.8	291
8	Viewpoint Dependence in Visual and Haptic Object Recognition. Psychological Science, 2001, 12, 37-42.	1.8	231
9	Effects of visual illusions on grasping.. Journal of Experimental Psychology: Human Perception and Performance, 2001, 27, 1124-1144.	0.7	217
10	Touch can change visual slant perception. Nature Neuroscience, 2000, 3, 69-73.	7.1	211
11	Bayesian integration of visual and vestibular signals for heading. Journal of Vision, 2010, 10, 23-23.	0.1	198
12	Representation of the Perceived 3-D Object Shape in the Human Lateral Occipital Complex. Cerebral Cortex, 2003, 13, 911-920.	1.6	186
13	What Object Attributes Determine Canonical Views?. Perception, 1999, 28, 575-599.	0.5	182
14	The use of facial motion and facial form during the processing of identity. Vision Research, 2003, 43, 1921-1936.	0.7	154
15	Learning View Graphs for Robot Navigation. Autonomous Robots, 1998, 5, 111-125.	3.2	149
16	To What Extent Do Unique Parts Influence Recognition Across Changes in Viewpoint?. Psychological Science, 1997, 8, 282-289.	1.8	147
17	Stimulus-specific effects in face recognition over changes in viewpoint. Vision Research, 1998, 38, 2351-2363.	0.7	135
18	Sex Classification is Better with Three-Dimensional Head Structure Than with Image Intensity Information. Perception, 1997, 26, 75-84.	0.5	133

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19	The MPI Facial Expression Database – A Validated Database of Emotional and Conversational Facial Expressions. PLoS ONE, 2012, 7, e32321.	1.1	132
20	Shape from texture: Ideal observers and human psychophysics. Vision Research, 1993, 33, 1723-1737.	0.7	109
21	Visual, haptic and crossmodal recognition of scenes. Experimental Brain Research, 2005, 161, 233-242.	0.7	99
22	How is bilateral symmetry of human faces used for recognition of novel views?. Vision Research, 1998, 38, 79-89.	0.7	80
23	A search advantage for faces learned in motion. Experimental Brain Research, 2006, 171, 436-447.	0.7	80
24	Why the visual recognition system might encode the effects of illumination. Vision Research, 1998, 38, 2259-2275.	0.7	76
25	Multisensory integration in the estimation of walked distances. Experimental Brain Research, 2012, 218, 551-565.	0.7	74
26	Multimodal similarity and categorization of novel, three-dimensional objects. Neuropsychologia, 2007, 45, 484-495.	0.7	69
27	On robots and flies: Modeling the visual orientation behavior of flies. Robotics and Autonomous Systems, 1999, 29, 227-242.	3.0	67
28	Categorical perception of familiar objects. Cognition, 2002, 85, 113-143.	1.1	63
29	Virtual arm's reach influences perceived distances but only after experience reaching. Neuropsychologia, 2015, 70, 393-401.	0.7	60
30	The Role of Stereo Vision in Visual-Vestibular Integration. Seeing and Perceiving, 2011, 24, 453-470.	0.4	49
31	Optimal visual-vestibular integration under conditions of conflicting intersensory motion profiles. Experimental Brain Research, 2015, 233, 587-597.	0.7	44
32	Simulating believable forward accelerations on a stewart motion platform. ACM Transactions on Applied Perception, 2010, 7, 1-27.	1.2	43
33	Causal Inference in the Perception of Verticality. Scientific Reports, 2018, 8, 5483.	1.6	42
34	Beyond Faces and Expertise. Psychological Science, 2016, 27, 213-222.	1.8	37
35	Causal Inference in Multisensory Heading Estimation. PLoS ONE, 2017, 12, e0169676.	1.1	36
36	Forced Fusion in Multisensory Heading Estimation. PLoS ONE, 2015, 10, e0127104.	1.1	34

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37	Walk this way: Approaching bodies can influence the processing of faces. <i>Cognition</i> , 2011, 118, 17-31.	1.1	30
38	Persistent perceptual delay for head movement onset relative to auditory stimuli of different durations and rise times. <i>Experimental Brain Research</i> , 2012, 220, 41-50.	0.7	29
39	View-Based Recognition of Faces in Man and Machine: Re-visiting Inter-extra-Ortho. <i>Lecture Notes in Computer Science</i> , 2002, , 651-660.	1.0	28
40	Serial exploration of faces: Comparing vision and touch. <i>Journal of Vision</i> , 2012, 12, 6-6.	0.1	27
41	The prototype effect revisited: Evidence for an abstract feature model of face recognition. <i>Journal of Vision</i> , 2008, 8, 20.	0.1	26
42	Is prior knowledge of object geometry used in visually guided reaching?. <i>Journal of Vision</i> , 2005, 5, 2-2.	0.1	25
43	Learning from humans: Computational modeling of face recognition. <i>Network: Computation in Neural Systems</i> , 2005, 16, 401-418.	2.2	21
44	View dependencies in the visual recognition of social interactions. <i>Frontiers in Psychology</i> , 2013, 4, 752.	1.1	21
45	The role of attention on the integration of visual and inertial cues. <i>Experimental Brain Research</i> , 2009, 198, 287-300.	0.7	19
46	Computational Modeling of Face Recognition Based on Psychophysical Experiments. <i>Swiss Journal of Psychology</i> , 2004, 63, 207-215.	0.9	17
47	Cross-Modal Transfer in Visual and Haptic Face Recognition. <i>IEEE Transactions on Haptics</i> , 2009, 2, 236-240.	1.8	16
48	Vision and Action in Virtual Environments: Modern Psychophysics in Spatial Cognition Research. , 2001, , 233-252.		15
49	Effects of parametric manipulation of inter-stimulus similarity on 3D object categorization. <i>Spatial Vision</i> , 1999, 12, 107-123.	1.4	13
50	Multidimensional scaling analysis of haptic exploratory procedures. <i>ACM Transactions on Applied Perception</i> , 2010, 7, 1-17.	1.2	13
51	Storing upright turns: how visual and vestibular cues interact during the encoding and recalling process. <i>Experimental Brain Research</i> , 2010, 200, 37-49.	0.7	12
52	Human discrimination of head-centred visualâ€“inertial yaw rotations. <i>Experimental Brain Research</i> , 2015, 233, 3553-3564.	0.7	11
53	Using morphs of familiar objects to examine how shape discriminability influences view sensitivity. <i>Perception & Psychophysics</i> , 2008, 70, 853-877.	2.3	10
54	An Introduction to Object Recognition. <i>Zeitschrift Fur Naturforschung - Section C Journal of Biosciences</i> , 1998, 53, 610-621.	0.6	9

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55	Integration of Semi-Circular Canal and Otolith Cues for Direction Discrimination during Eccentric Rotations. PLoS ONE, 2015, 10, e0136925.	1.1	8
56	Comparing view sensitivity in shape discrimination with shape sensitivity in view discrimination. Perception & Psychophysics, 2006, 68, 655-673.	2.3	7
57	Multisensory Interactions in Head and Body Centered Perception of Verticality. Frontiers in Neuroscience, 2020, 14, 599226.	1.4	6
58	Egocentric biases in comparative volume judgments of rooms. Journal of Vision, 2016, 16, 2.	0.1	4
59	Gravity-dependent change in the "light-from-above" prior. Scientific Reports, 2018, 8, 15131.	1.6	4
60	Perceptual Robotics. , 2008, , 1481-1498.		4
61	Object Recognition in Humans and Machines. , 2007, , 89-104.		4
62	Learning to recognize face shapes through serial exploration. Experimental Brain Research, 2013, 226, 513-523.	0.7	3
63	Motor-visual neurons and action recognition in social interactions. Behavioral and Brain Sciences, 2014, 37, 197-198.	0.4	1
64	Visuomotor Control in Flies and Behavior " based Agents. Studies in Fuzziness and Soft Computing, 2003, , 89-117.	0.6	1
65	Assessing the contribution of active somatosensory stimulation to self-acceleration perception in dynamic driving simulators. PLoS ONE, 2021, 16, e0259015.	1.1	1
66	An integrated approach to the study of object features in visual recognition. Network: Computation in Neural Systems, 1995, 6, 603-618.	2.2	0
67	Navigation mit SchnappschÄssen. Informatik Aktuell, 1998, , 421-428.	0.4	0