

# Jean-Yves Yves Guillemaut

## List of Publications by Year in descending order

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Version: 2024-02-01

61  
papers

681  
citations

758635

12  
h-index

794141

19  
g-index

61  
all docs

61  
docs citations

61  
times ranked

462  
citing authors

#	ARTICLE	IF	CITATIONS
1	Joint Multi-Layer Segmentation and Reconstruction for Free-Viewpoint Video Applications. International Journal of Computer Vision, 2011, 93, 73-100.	10.9	63
2	General Dynamic Scene Reconstruction from Multiple View Video. , 2015, , .		50
3	Temporally Coherent 4D Reconstruction of Complex Dynamic Scenes. , 2016, , .		43
4	Robust graph-cut scene segmentation and reconstruction for free-viewpoint video of complex dynamic scenes. , 2009, , .		34
5	4D parametric motion graphs for interactive animation. , 2012, , .		32
6	Outdoor Dynamic 3-D Scene Reconstruction. IEEE Transactions on Circuits and Systems for Video Technology, 2012, 22, 1611-1622.	5.6	32
7	Stereoscopic Video Quality Assessment Using Binocular Energy. IEEE Journal on Selected Topics in Signal Processing, 2017, 11, 102-112.	7.3	29
8	Interactive Animation of 4D Performance Capture. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 762-773.	2.9	27
9	Objective quality assessment in free-viewpoint video production. Signal Processing: Image Communication, 2009, 24, 3-16.	1.8	26
10	3D-TV Production From Conventional Cameras for Sports Broadcast. IEEE Transactions on Broadcasting, 2011, 57, 462-476.	2.5	24
11	Using points at infinity for parameter decoupling in camera calibration. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2005, 27, 265-270.	9.7	20
12	3D action matching with key-pose detection. , 2009, , .		17
13	Athlete Pose Estimation from Monocular TV Sports Footage. , 2013, , .		17
14	A Bayesian Framework for Simultaneous Matting and 3D Reconstruction. International Conference on 3-D Digital Imaging and Modeling, Proceedings, 2007, , .	0.0	16
15	A family of globally optimal branch-and-bound algorithms for 2D to 3D correspondence-free registration. Pattern Recognition, 2019, 93, 36-54.	5.1	15
16	4D Temporally Coherent Light-Field Video. , 2017, , .		14
17	Deep Neural Models for Illumination Estimation and Relighting: A Survey. Computer Graphics Forum, 2021, 40, 315-331.	1.8	14
18	A generalisable framework for saliency-based line segment detection. Pattern Recognition, 2015, 48, 3993-4011.	5.1	13

#	ARTICLE	IF	CITATIONS
19	THEORETICAL GAS CONCENTRATIONS ACHIEVING 100% FILL OF THE VITREOUS CAVITY IN THE POSTOPERATIVE PERIOD. <i>Retina</i> , 2018, 38, S60-S64.	1.0	13
20	Single-View RGBD-Based Reconstruction of Dynamic Human Geometry. , 2013, , .		11
21	Full-Reference Stereoscopic Video Quality Assessment Using a Motion Sensitive HVS Model. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2021, 31, 452-466.	5.6	11
22	Parametric Control of Captured Mesh Sequences for Real-Time Animation. <i>Lecture Notes in Computer Science</i> , 2011, , 242-253.	1.0	10
23	Moving Camera Registration for Multiple Camera Setups in Dynamic Scenes. , 2010, , .		10
24	Space-Time Joint Multi-layer Segmentation and Depth Estimation. , 2012, , .		9
25	Helmholtz stereopsis on rough and strongly textured surfaces. , 0, , .		8
26	General Pose Face Recognition Using Frontal Face Model. <i>Lecture Notes in Computer Science</i> , 2006, , 79-88.	1.0	8
27	Multi-label propagation for coherent video segmentation and artistic stylization. , 2010, , .		7
28	Wide-baseline multi-view video segmentation for 3D reconstruction. , 2010, , .		7
29	Intrinsic Textures for Relightable Free-Viewpoint Video. <i>Lecture Notes in Computer Science</i> , 2014, , 392-407.	1.0	7
30	Colour Helmholtz Stereopsis for Reconstruction of Complex Dynamic Scenes. , 2014, , .		6
31	Hybrid Modeling of Non-Rigid Scenes From RGBD Cameras. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2019, 29, 2391-2404.	5.6	6
32	Natural image matting for multiple wide-baseline views. , 2010, , .		5
33	Through-the-Lens Multi-camera Synchronisation and Frame-Drop Detection for 3D Reconstruction. , 2012, , .		5
34	Modeling the dynamics of tamponade multicomponent gases during retina reattachment surgery. <i>AICHE Journal</i> , 2017, 63, 3651-3662.	1.8	5
35	A generalised framework for saliency-based point feature detection. <i>Computer Vision and Image Understanding</i> , 2017, 157, 117-137.	3.0	5
36	Bayesian Helmholtz Stereopsis with Integrability Prior. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2018, 40, 2265-2272.	9.7	5

#	ARTICLE	IF	CITATIONS
37	Fully-Automated Identification of Imaging Biomarkers for Post-Operative Cerebellar Mutism Syndrome Using Longitudinal Paediatric MRI. <i>Neuroinformatics</i> , 2020, 18, 151-162.	1.5	5
38	Free-Viewpoint Video for TV Sport Production. <i>Geometry and Computing</i> , 2010, , 77-106.	0.1	5
39	Non-parametric natural image matting. , 2009, , .		4
40	Calibration of Nodal and Free-Moving Cameras in Dynamic Scenes for Post-Production. , 2011, , .		4
41	Colour Helmholtz Stereopsis for Reconstruction of Dynamic Scenes with Arbitrary Unknown Reflectance. <i>International Journal of Computer Vision</i> , 2017, 124, 18-48.	10.9	4
42	Temporally Coherent General Dynamic Scene Reconstruction. <i>International Journal of Computer Vision</i> , 2021, 129, 123-141.	10.9	4
43	Wide-Baseline Matte Propagation for Indoor Scenes. , 2009, , .		3
44	Stereoscopic content production of complex dynamic scenes using a wide-baseline monoscopic camera set-up. , 2010, , .		3
45	Light Field Compression using Eigen Textures. , 2019, , .		3
46	3D Reconstruction from RGB-D Data. <i>Advances in Computer Vision and Pattern Recognition</i> , 2019, , 87-115.	0.9	3
47	Extended Bayesian Helmholtz Stereopsis for Enhanced Geometric Reconstruction of Complex Objects. <i>Communications in Computer and Information Science</i> , 2015, , 223-238.	0.4	3
48	The normalised image of the absolute conic and its application for zooming camera calibration. <i>Pattern Recognition</i> , 2008, 41, 3624-3635.	5.1	2
49	Dynamic feathering: minimising blending artefacts in view-dependent rendering. , 2007, , .		2
50	Non-Parametric patch based video matting. , 2009, , .		2
51	An MRF Optimisation Framework for Full 3D Helmholtz Stereopsis. , 2019, , .		2
52	Alpha matte estimation of natural images using local and global template correspondence. , 2009, , .		1
53	Multiple View Wide-Baseline Trimap Propagation for Natural Video Matting. , 2010, , .		1
54	Parametric animation of performance-captured mesh sequences. <i>Computer Animation and Virtual Worlds</i> , 2012, 23, 101-111.	0.7	1

#	ARTICLE	IF	CITATIONS
55	Free-viewpoint video rendering for mobile devices. , 2013, , .		1
56	Athlete pose estimation by non-sequential key-frame propagation. , 2014, , .		1
57	Towards Globally Optimal full 3D reconstruction of scenes with complex reflectance using Helmholtz Stereopsis. , 2019, , .		1
58	An MRF Optimisation Framework for Full 3D Reconstruction of Scenes with Complex Reflectance. Communications in Computer and Information Science, 2020, , 456-476.	0.4	1
59	Effect of Aqueous Dynamics on Gas Behavior Following Retinal Reattachment Surgery. Ophthalmic Surgery Lasers and Imaging Retina, 2020, 51, 522-528.	0.4	1
60	Summarised hierarchical Markov models for speed-invariant action matching. , 2009, , .		0
61	Light Field Video for Immersive Content Production. Lecture Notes in Computer Science, 2020, , 33-64.	1.0	0