

# Paulo Villegas

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/2056856/publications.pdf>

Version: 2024-02-01

16  
papers

84  
citations

1937685

4  
h-index

2272923

4  
g-index

17  
all docs

17  
docs citations

17  
times ranked

71  
citing authors

#	ARTICLE	IF	CITATIONS
1	Perceptually-Weighted Evaluation Criteria for Segmentation Masks in Video Sequences. IEEE Transactions on Image Processing, 2004, 13, 1092-1103.	9.8	50
2	A model for adapting 3D graphics based on scalable coding, real-time simplification and remote rendering. Visual Computer, 2008, 24, 881-888.	3.5	11
3	3D Game Content Distributed Adaptation in Heterogeneous Environments. Eurasip Journal on Advances in Signal Processing, 2007, 2007, .	1.7	7
4	Location-Aware Computing, Virtual Networks. IEEE Pervasive Computing, 2009, 8, 28-32.	1.3	5
5	Recursive partitional-hierarchical clustering for navigation in large media databases. , 2007, , .		3
6	AN ENVIRONMENT FOR EFFICIENT HANDLING OF DIGITAL ASSETS. , 2003, , .		2
7	Automatic Recommendations for Machine-Assisted Multimedia Annotation: A Knowledge-Mining Approach. , 2007, , 95-98.		2
8	General approach to output rate control in video coding. , 1993, 1903, 246.		1
9	Bringing user satisfaction to media access: the 1st BUSMAN project. , 0, , .		1
10	Adaptive 3D Content for Multi-Platform On-Line Games. , 2007, , .		1
11	Creating a MESH of multimedia news feeds. , 2005, , .		1
12	<title>Extrapolation of a MPEG1 video-coding scheme for low-bit-rate applications</title>. , 1993, , .		0
13	<title>Motion estimation optimization in a MPEG-1-like video coding scheme for low-bit-rate applications</title>. , 1994, 2187, 333.		0
14	<title>Multimedia contents production system (MM-CPS)</title>. , 1996, , .		0
15	Visual scene classification for image and video home content. , 2008, , .		0
16	An architecture for multimedia content management. , 2005, , .		0