## Zhaoxin Li

## List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/215528/publications.pdf

Version: 2024-02-01

|               | 2258059             |                   | 1720034           |  |
|---------------|---------------------|-------------------|-------------------|--|
| 7             | 50                  | 3                 | 7                 |  |
| papers        | citations           | h-index           | g-index           |  |
| 7<br>all docs | 7<br>docs citations | 7<br>times ranked | 21 citing authors |  |
| 3.2 40 00     | 33 00 0200020       |                   | 5 <b>3</b>        |  |

| # | Article  | IF   | CITATIONS |
|---|--|------|-----------|
| 1 | Robust 3D reconstruction from uncalibrated small motion clips. Visual Computer, 2022, 38, 1589-1605.   | 3.5  | 3         |
| 2 | Robust and efficient edge-based visual odometry. Computational Visual Media, 2022, 8, 467-481.   | 17.5 | 2         |
| 3 | Automatic and real-time green screen keying. Visual Computer, 2022, 38, 3135-3147.   | 3.5  | 1         |
| 4 | Sampling-Based Path Planning for High-Quality Aerial 3D Reconstruction of Urban Scenes. Remote Sensing, 2021, 13, 989.                             | 4.0  | 15        |
| 5 | High accuracy and geometry-consistent confidence prediction network for multi-view stereo.<br>Computers and Graphics, 2021, 97, 148-159.           | 2.5  | 3         |
| 6 | Confidence-Based Large-Scale Dense Multi-View Stereo. IEEE Transactions on Image Processing, 2020, 29, 7176-7191.                                  | 9.8  | 25        |
| 7 | Image-Based Rendering for Large-Scale Outdoor Scenes With Fusion of Monocular and Multi-View<br>Stereo Depth. IEEE Access, 2020, 8, 117551-117565. | 4.2  | 1         |