

# Aaron Hertzmann

## List of Publications by Year in descending order

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Version: 2024-02-01

91  
papers

10,809  
citations

159358

30  
h-index

197535

49  
g-index

91  
all docs

91  
docs citations

91  
times ranked

5563  
citing authors

#	ARTICLE	IF	CITATIONS
1	Removing camera shake from a single photograph. ACM Transactions on Graphics, 2006, 25, 787-794.	4.9	1,446
2	Image analogies. , 2001, , .		1,094
3	Gaussian Process Dynamical Models for Human Motion. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2008, 30, 283-298.	9.7	713
4	Style machines. , 2000, , .		487
5	Style-based inverse kinematics. ACM Transactions on Graphics, 2004, 23, 522-531.	4.9	451
6	Painterly rendering with curved brush strokes of multiple sizes. , 1998, , .		414
7	Illustrating smooth surfaces. , 2000, , .		396
8	Nonrigid Structure-from-Motion: Estimating Shape and Motion with Hierarchical Priors. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2008, 30, 878-892.	9.7	380
9	Removing camera shake from a single photograph. , 2006, , .		317
10	Learning 3D mesh segmentation and labeling. ACM Transactions on Graphics, 2010, 29, 1-12.	4.9	306
11	Controlling Perceptual Factors in Neural Style Transfer. , 2017, , .		274
12	Learning physics-based motion style with nonlinear inverse optimization. ACM Transactions on Graphics, 2005, 24, 1071-1081.	4.9	258
13	Example-based photometric stereo: shape reconstruction with general, varying BRDFs. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2005, 27, 1254-1264.	9.7	241
14	Recognizing Image Style. , 2014, , .		187
15	Shape and Spatially-Varying BRDFs from Photometric Stereo. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2010, 32, 1060-1071.	9.7	182
16	Feature-based locomotion controllers. ACM Transactions on Graphics, 2010, 29, 1-10.	4.9	146
17	Keyframe-based tracking for rotoscoping and animation. ACM Transactions on Graphics, 2004, 23, 584-591.	4.9	134
18	Painterly rendering for video and interaction. , 2000, , .		131

#	ARTICLE	IF	CITATIONS
19	Optimizing walking controllers. ACM Transactions on Graphics, 2009, 28, 1-8.	4.9	124
20	Automatic Portrait Segmentation for Image Stylization. Computer Graphics Forum, 2016, 35, 93-102.	1.8	123
21	Style-based inverse kinematics. , 2004, , .		118
22	HuMoR: 3D Human Motion Model for Robust Pose Estimation. , 2021, , .		115
23	Learning Layouts for Single-PageGraphic Designs. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1200-1213.	2.9	114
24	Robust physics-based locomotion using low-dimensional planning. ACM Transactions on Graphics, 2010, 29, 1-8.	4.9	108
25	DesignScape. , 2015, , .		108
26	Color compatibility from large datasets. ACM Transactions on Graphics, 2011, 30, 1-12.	4.9	105
27	Image sequence geolocation with human travel priors. , 2009, , .		104
28	Learning Visual Importance for Graphic Designs and Data Visualizations. , 2017, , .		102
29	Exploratory font selection using crowdsourced attributes. ACM Transactions on Graphics, 2014, 33, 1-9.	4.9	94
30	Multifactor Gaussian process models for style-content separation. , 2007, , .		93
31	MatrixWave. , 2015, , .		88
32	Trajectory Optimization for Full-Body Movements with Complex Contacts. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1405-1414.	2.9	87
33	Physics-Based Person Tracking Using the Anthropomorphic Walker. International Journal of Computer Vision, 2010, 87, 140-155.	10.9	75
34	BAM! The Behance Artistic Media Dataset for Recognition Beyond Photography. , 2017, , .		73
35	Learning hatching for pen-and-ink illustration of surfaces. ACM Transactions on Graphics, 2012, 31, 1-17.	4.9	72
36	Style compatibility for 3D furniture models. ACM Transactions on Graphics, 2015, 34, 1-9.	4.9	70

#	ARTICLE	IF	CITATIONS
37	Can Computers Create Art?. Arts, 2018, 7, 18.	0.1	70
38	Fast paint texture. , 2002, , .		61
39	A similarity measure for illustration style. ACM Transactions on Graphics, 2014, 33, 1-9.	4.9	61
40	Motion parallax for 360° RGBD video. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1817-1827.	2.9	59
41	User-Specific Hand Modeling from Monocular Depth Sequences. , 2014, , .		58
42	Optimizing walking controllers for uncertain inputs and environments. ACM Transactions on Graphics, 2010, 29, 1-8.	4.9	57
43	Color compatibility from large datasets. , 2011, , .		56
44	PortraitSketch. , 2014, , .		50
45	CollaVR. , 2017, , .		46
46	Keyframe-based tracking for rotoscoping and animation. , 2004, , .		45
47	Physics-Based Person Tracking Using Simplified Lower-Body Dynamics. , 2007, , .		45
48	Non-Photorealistic Rendering and the science of art. , 2010, , .		44
49	Isophote distance. , 2007, , .		43
50	AniPaint: Interactive Painterly Animation from Video. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 475-487.	2.9	42
51	Metric Regression Forests for Correspondence Estimation. International Journal of Computer Vision, 2015, 113, 163-175.	10.9	40
52	Transforming and Projecting Images into Class-Conditional Generative Networks. Lecture Notes in Computer Science, 2020, , 17-34.	1.0	38
53	Learning hierarchical shape segmentation and labeling from online repositories. ACM Transactions on Graphics, 2017, 36, 1-12.	4.9	37
54	Prioritized optimization for task-space control. , 2009, , .		35

#	ARTICLE	IF	CITATIONS
55	Optimizing walking controllers. , 2009, , .		35
56	Vremiere. , 2017, , .		35
57	Collaborative filtering of color aesthetics. , 2014, , .		33
58	Deep Classifiers from Image Tags in the Wild. , 2015, , .		33
59	Contact and Human Dynamics from Monocular Video. Lecture Notes in Computer Science, 2020, , 71-87.	1.0	32
60	Active learning for real-time motion controllers. ACM Transactions on Graphics, 2007, 26, 5.	4.9	31
61	Why Do Line Drawings Work? A Realism Hypothesis. Perception, 2020, 49, 439-451.	0.5	28
62	Specifying label layout style by example. , 2007, , .		26
63	Shape analogies. , 2002, , .		24
64	Data-driven curvature for real-time line drawing of dynamic scenes. ACM Transactions on Graphics, 2009, 28, 1-13.	4.9	24
65	Line Drawings from 3D Models: A Tutorial. Foundations and Trends in Computer Graphics and Vision, 2019, 11, 1-159.	2.8	24
66	Metric Regression Forests for Human Pose Estimation. , 2013, , .		24
67	LayoutGAN: Synthesizing Graphic Layouts With Vector-Wireframe Adversarial Networks. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, 43, 2388-2399.	9.7	23
68	Efficient Optimization for Sparse Gaussian Process Regression. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2015, 37, 2415-2427.	9.7	22
69	Neural Contours: Learning to Draw Lines From 3D Shapes. , 2020, , .		17
70	Predicting Visual Importance Across Graphic Design Types. , 2020, , .		17
71	Computers do not make art, people do. Communications of the ACM, 2020, 63, 45-48.	3.3	16
72	Style-based exploration of illustration datasets. Multimedia Tools and Applications, 2017, 76, 13067-13086.	2.6	15

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73	Computing smooth surface contours with accurate topology. ACM Transactions on Graphics, 2014, 33, 1-21.	4.9	13
74	Learning A Stroke-Based Representation for Fonts. Computer Graphics Forum, 2019, 38, 429-442.	1.8	13
75	Image-Based Remodeling. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 56-66.	2.9	12
76	Active learning for real-time motion controllers. , 2007, , .		10
77	Correction to "Gaussian Process Dynamical Models for Human Motion" [Feb 08 283-298]. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2008, 30, 1118-1118.	9.7	10
78	Neural Strokes: Stylized Line Drawing of 3D Shapes. , 2021, , .		10
79	Depth Conflict Reduction for Stereo VR Video Interfaces. , 2018, , .		9
80	Introduction to Bayesian learning. , 2004, , .		8
81	The Role of Edges in Line Drawing Perception. Perception, 2021, 50, 266-275.	0.5	8
82	Context-Aware Asset Search for Graphic Design. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2419-2429.	2.9	7
83	Visual Font Pairing. IEEE Transactions on Multimedia, 2020, 22, 2086-2097.	5.2	7
84	Physics-Based Characters. IEEE Computer Graphics and Applications, 2011, 31, 20-21.	1.0	5
85	Realistic human body movement for emotional expressiveness. , 2009, , .		4
86	Learning Latent Factor Models of Travel Data for Travel Prediction and Analysis. Lecture Notes in Computer Science, 2014, , 131-142.	1.0	4
87	Predicting Range of Acceptable Photographic Tonal Adjustments. , 2015, , .		3
88	Video for virtual reality. , 2017, , .		3
89	Toward Quantifying Ambiguities in Artistic Images. ACM Transactions on Applied Perception, 2020, 17, 1-10.	1.2	3
90	ZoomShop: Depth-Aware Editing of Photographic Composition. Computer Graphics Forum, 2022, 41, 57-70.	1.8	2

#	ARTICLE	IF	CITATIONS
91	ConTesse: Accurate Occluding Contours for Subdivision Surfaces. ACM Transactions on Graphics, 2023, 42, 1-16.	4.9	2