Katsushi Ikeuchi

List of Publications by Year
in descending order

		858243	799663
46 papers	2,057 citations	12 h-index	21 g-index
50 all docs	50 docs citations	50 times ranked	879 citing authors

#	Article	IF	Citations
1	Robot ‹scp›Ego‑Noise‹/scp› Suppression with ‹scp›Labanotation‑Template‹/scp› Subtraction. IEEJ Transactions on Electrical and Electronic Engineering, 2022, 17, 407-415.	0.8	3
2	A Multimodal Learning-from-Observation Towards All-at-once Robot Teaching using Task Cohesion. , 2022, , .		5
3	Integration of Gesture Generation System Using Gesture Library with DIY Robot Design Kit. , 2022, , .		1
4	Kyushu Decorative Tumuli Project: From e-Heritage to Cyber-Archaeology. International Journal of Computer Vision, 2022, 130, 1609-1626.	10.9	2
5	Task-Oriented Motion Mapping on Robots of Various Configuration Using Body Role Division. IEEE Robotics and Automation Letters, 2021, 6, 413-420.	3.3	11
6	Reconstruction of Geometric and Optical Parameters of Non-Planar Objects with Thin Film. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, 43, 638-651.	9.7	1
7	A Learning-from-Observation Framework: One-Shot Robot Teaching for Grasp-Manipulation-Release Household Operations. , 2021, , .		14
8	Verbal Focus-of-Attention System for Learning-from-Observation. , 2021, , .		4
9	Active Lighting and Its Application for Computer Vision. Advances in Computer Vision and Pattern Recognition, 2020, , .	0.9	5
10	Other Shape Reconstruction Techniques. Advances in Computer Vision and Pattern Recognition, 2020, , 157-181.	0.9	0
11	Photometry. Advances in Computer Vision and Pattern Recognition, 2020, , 3-29.	0.9	0
12	Biomedical Application. Advances in Computer Vision and Pattern Recognition, 2020, , 241-262.	0.9	0
13	Sensor. Advances in Computer Vision and Pattern Recognition, 2020, , 63-87.	0.9	0
14	Photometric Stereo. Advances in Computer Vision and Pattern Recognition, 2020, , 107-123.	0.9	0
15	Visualization/AR/VR/MR Systems. Advances in Computer Vision and Pattern Recognition, 2020, , 213-239.	0.9	0
16	Structured Light. Advances in Computer Vision and Pattern Recognition, 2020, , 125-155.	0.9	0
17	Robot Vision, Autonomous Vehicles, and Human Robot Interaction. Advances in Computer Vision and Pattern Recognition, 2020, , 289-303.	0.9	0
18	Human Shape Reconstruction with Loose Clothes from Partially Observed Data by Pose Specific Deformation. Lecture Notes in Computer Science, 2019, , 225-239.	1.0	3

#	Article	IF	Citations
19	Preah vihear project. , 2019, , .		2
20	Representing a Partially Observed Non-Rigid 3D Human Using Eigen-Texture and Eigen-Deformation. , 2018, , .		2
21	Describing Upper-Body Motions Based on Labanotation for Learning-from-Observation Robots. International Journal of Computer Vision, 2018, 126, 1415-1429.	10.9	20
22	Guest Editorial: Best Papers from ICCV 2015. International Journal of Computer Vision, 2017, 125, 1-2.	10.9	2
23	Realtime Novel View Synthesis with Eigen-Texture Regression. , 2017, , .		5
24	Reconstructing Shapes and Appearances of Thin Film Objects Using RGB Images. , 2016, , .		4
25	Rail Sensor: A Mobile Lidar System for 3D Archiving the Bas-reliefs in Angkor Wat. IPSJ Transactions on Computer Vision and Applications, 2015, 7, 59-63.	4.4	9
26	Visibility-based blending for real-time applications. , 2014, , .		15
27	e-Heritage, Cyber Archaeology, and Cloud Museum. , 2013, , .		4
28	Median Photometric Stereo as Applied to the Segonko Tumulus and Museum Objects. International Journal of Computer Vision, 2010, 86, 229-242.	10.9	65
29	Estimating optical properties of layered surfaces using the spider model. , 2010, , .		9
30	Photometric stereo under unknown light sources using robust SVD with missing data. , 2010, , .		19
31	Photometric stereo using graph cut and M-estimation for a virtual tumulus in the presence of highlights and shadows. , 2010, , .		5
32	Color restoration method based on spectral information using normalized cut. International Journal of Automation and Computing, 2008, 5, 226-233.	4.5	5
33	Digitally Archiving Cultural Objects. , 2008, , .		36
34	Illumination Simulation for Archaeological Investigation. , 2008, , 419-439.		3
35	Virtual Asukakyo: Real-time Soft Shadows in Mixed Reality using Shadowing Planes. , 2008, , 457-471.		2
36	Learning from Observation Paradigm: Leg Task Models for Enabling a Biped Humanoid Robot to Imitate Human Dances. International Journal of Robotics Research, 2007, 26, 829-844.	5.8	124

#	Article	IF	Citations
37	Shape Estimation of Transparent Objects by Using Inverse Polarization Ray Tracing. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2007, 29, 2018-2030.	9.7	53
38	The Great Buddha Project: Digitally Archiving, Restoring, and Analyzing Cultural Heritage Objects. International Journal of Computer Vision, 2007, 75, 189-208.	10.9	93
39	Polarization-based shape estimation of transparent objects by using raytracing and PLZT camera. , 2005, , .		9
40	Transparent surface modeling from a pair of polarization images. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2004, 26, 73-82.	9.7	159
41	Determining surface orientations of transparent objects based on polarization degrees in visible and infrared wavelengths. Journal of the Optical Society of America A: Optics and Image Science, and Vision, 2002, 19, 687.	0.8	96
42	Measurement of surface orientations of transparent objects by use of polarization in highlight. Journal of the Optical Society of America A: Optics and Image Science, and Vision, 1999, 16, 2286.	0.8	61
43	Shape from interreflections. International Journal of Computer Vision, 1991, 6, 173-195.	10.9	185
44	The Mechanical Manipulation of Randomly Oriented Parts. Scientific American, 1984, 251, 100-111.	1.0	91
45	Determining Surface Orientations of Specular Surfaces by Using the Photometric Stereo Method. IEEE Transactions on Pattern Analysis and Machine Intelligence, 1981, PAMI-3, 661-669.	9.7	291
46	Numerical shape from shading and occluding boundaries. Artificial Intelligence, 1981, 17, 141-184.	3.9	639