

Daniel Thalmann

List of Publications by Year in descending order

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316
papers

8,564
citations

53794

45
h-index

91884

69
g-index

356
all docs

356
docs citations

356
times ranked

4547
citing authors

#	ARTICLE	IF	CITATIONS
1	A global human walking model with real-time kinematic personification. Visual Computer, 1990, 6, 344-358.	3.5	381
2	Hierarchical model for real time simulation of virtual human crowds. IEEE Transactions on Visualization and Computer Graphics, 2001, 7, 152-164.	4.4	330
3	Merging trust in collaborative filtering to alleviate data sparsity and cold start. Knowledge-Based Systems, 2014, 57, 57-68.	7.1	209
4	Robust 3D Hand Pose Estimation in Single Depth Images: From Single-View CNN to Multi-View CNNs. , 2016, , .		185
5	3D Convolutional Neural Networks for Efficient and Robust Hand Pose Estimation from Single Depth Images. , 2017, , .		180
6	Simulation of Facial Muscle Actions Based on Rational Free Form Deformations. Computer Graphics Forum, 1992, 11, 59-69.	3.0	173
7	A wearable system for mobility improvement of visually impaired people. Visual Computer, 2007, 23, 109-118.	3.5	143
8	Parsing the Hand in Depth Images. IEEE Transactions on Multimedia, 2014, 16, 1241-1253.	7.2	137
9	Model-Based Referenceless Quality Metric of 3D Synthesized Images Using Local Image Description. IEEE Transactions on Image Processing, 2018, 27, 394-405.	9.8	121
10	Biomechanical Models for Soft Tissue Simulation. , 1998, , .		119
11	Dressing animated synthetic actors with complex deformable clothes. Computer Graphics, 1992, 26, 99-104.	0.1	114
12	Mixing virtual and real scenes in the site of ancient Pompeii. Computer Animation and Virtual Worlds, 2005, 16, 11-24.	1.2	113
13	A vision-based approach to behavioural animation. Computer Animation and Virtual Worlds, 1990, 1, 18-21.	0.9	111
14	Dressing animated synthetic actors with complex deformable clothes. , 1992, , .		111
15	Real-time animation of realistic virtual humans. IEEE Computer Graphics and Applications, 1998, 18, 42-56.	1.2	107
16	Real-time navigating crowds: scalable simulation and rendering. Computer Animation and Virtual Worlds, 2006, 17, 445-455.	1.2	105
17	The Direction of Synthetic Actors in the Film Rendez-Vous a Montreal. IEEE Computer Graphics and Applications, 1987, 7, 9-19.	1.2	104
18	Navigation for digital actors based on synthetic vision, memory, and learning. Computers and Graphics, 1995, 19, 7-19.	2.5	104

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19	Design and Development of a Virtual Dolphinarium for Children With Autism. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2013, 21, 208-217.	4.9	103
20	ETAF: An extended trust antecedents framework for trust prediction. , 2014, , .		91
21	Human shoulder modeling including scapulo-thoracic constraint and joint sinus cones. Computers and Graphics, 2000, 24, 203-218.	2.5	86
22	Evaluating Quality of Screen Content Images Via Structural Variation Analysis. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2689-2701.	4.4	85
23	Using skeleton-based tracking to increase the reliability of optical motion capture. Human Movement Science, 2001, 20, 313-341.	1.4	84
24	Local and Global Skeleton Fitting Techniques for Optical Motion Capture. Lecture Notes in Computer Science, 1998, , 26-40.	1.3	82
25	An Integrated System for Modeling, Animating and Rendering Hair. Computer Graphics Forum, 1993, 12, 211-221.	3.0	81
26	Towards Interactive Real-Time Crowd Behavior Simulation. Computer Graphics Forum, 2002, 21, 767-775.	3.0	80
27	Using an Intermediate Skeleton and Inverse Kinematics for Motion Retargeting. Computer Graphics Forum, 2000, 19, 11-19.	3.0	75
28	Modeling Objects for Interaction Tasks. Eurographics, 1999, , 73-86.	0.4	74
29	Crowdbrush. Computer Animation and Simulation, 2004, , .	0.0	72
30	PMâ„,â„ Monitoring: Use Information Abundance Measurement and Wide and Deep Learning. IEEE Transactions on Neural Networks and Learning Systems, 2021, 32, 4278-4290.	11.3	72
31	The COVEN Project: Exploring Applicative, Technical, and Usage Dimensions of Collaborative Virtual Environments. Presence: Teleoperators and Virtual Environments, 1999, 8, 218-236.	0.6	70
32	Integration of motion control techniques for virtual human and avatar real-time animation. , 1997, , .		65
33	An Informed Environment Dedicated to the Simulation of Virtual Humans in Urban Context. Computer Graphics Forum, 1999, 18, 309-318.	3.0	65
34	Style-Based Motion Synthesis+. Computer Graphics Forum, 2004, 23, 799-812.	3.0	63
35	The benefits of third-person perspective in virtual and augmented reality?. , 2006, , .		62
36	A Simple But Effective Method to Incorporate Trusted Neighbors in Recommender Systems. Lecture Notes in Computer Science, 2012, , 114-125.	1.3	62

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37	Real-time display of virtual humans: levels of details and impostors. IEEE Transactions on Circuits and Systems for Video Technology, 2000, 10, 207-217.	8.3	61
38	An ontology of virtual humans. Visual Computer, 2007, 23, 207-218.	3.5	60
39	Real-Time 3D Hand Pose Estimation with 3D Convolutional Neural Networks. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2019, 41, 956-970.	13.9	60
40	Complex models for animating synthetic actors. IEEE Computer Graphics and Applications, 1991, 11, 32-44.	1.2	59
41	Combined Direct and Inverse Kinematic Control for Articulated Figure Motion Editing. Computer Graphics Forum, 1992, 11, 189-202.	3.0	59
42	Direct 3D interaction with smart objects. , 1999, , .		57
43	Immersive VR decision training. , 2003, , .		57
44	Human-Robot Interaction by Understanding Upper Body Gestures. Presence: Teleoperators and Virtual Environments, 2014, 23, 133-154.	0.6	57
45	Robust 3D Hand Pose Estimation From Single Depth Images Using Multi-View CNNs. IEEE Transactions on Image Processing, 2018, 27, 4422-4436.	9.8	57
46	A dynamic wrinkle model in facial animation and skin ageing. Computer Animation and Virtual Worlds, 1995, 6, 195-205.	0.9	56
47	Planning Collision-Free Reaching Motions for Interactive Object Manipulation and Grasping. Computer Graphics Forum, 2003, 22, 313-322.	3.0	55
48	Quantifying Effects of Exposure to the Third and First-Person Perspectives in Virtual-Reality-Based Training. IEEE Transactions on Learning Technologies, 2010, 3, 272-276.	3.2	54
49	Crowd patches. , 2009, , .		53
50	3D fingertip and palm tracking in depth image sequences. , 2012, , .		53
51	Anyone for Tennis?. Presence: Teleoperators and Virtual Environments, 1999, 8, 140-156.	0.6	52
52	Modeling Behaviors of Interactive Objects for Real-Time Virtual Environments. Journal of Visual Languages and Computing, 2002, 13, 177-195.	1.8	52
53	Virtual humans: thirty years of research, what next?. Visual Computer, 2005, 21, 997-1015.	3.5	52
54	From ratings to trust. , 2014, , .		52

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55	Crowd simulation for interactive virtual environments and VR training systems. Eurographics, 2001, , 163-170.	0.4	52
56	The Use of High-Level 3-D Graphical Types in the Mira Animation System. IEEE Computer Graphics and Applications, 1983, 3, 9-16.	1.2	51
57	Space Discretization for Efficient Human Navigation. Computer Graphics Forum, 1998, 17, 195-206.	3.0	50
58	A Hand Control and Automatic Grasping System for Synthetic Actors. Computer Graphics Forum, 1994, 13, 167-177.	3.0	49
59	Crowd modelling in collaborative virtual environments. , 1998, , .		48
60	A Case Study on Human Upper Limb Modelling for Dynamic Simulation. Computer Methods in Biomechanics and Biomedical Engineering, 1999, 2, 65-82.	1.6	48
61	A PLASTIC-VISCO-ELASTIC MODEL FOR WRINKLES IN FACIAL ANIMATION AND SKIN AGING. , 1994, , .		47
62	Non-verbal speech cues as objective measures for negative symptoms in patients with schizophrenia. PLoS ONE, 2019, 14, e0214314.	2.5	45
63	An Efficient and Flexible Perception Pipeline for Autonomous Agents. Computer Graphics Forum, 1999, 18, 23-30.	3.0	44
64	Model-based hand pose estimation via spatial-temporal hand parsing and 3D fingertip localization. Visual Computer, 2013, 29, 837-848.	3.5	43
65	Miranim: An Extensible Director-Oriented System for the Animation of Realistic Images. IEEE Computer Graphics and Applications, 1985, 5, 61-73.	1.2	38
66	Real-time crowd motion planning. Visual Computer, 2008, 24, 859-870.	3.5	37
67	Deformable Tissue Parameterized by Properties of Real Biological Tissue. Lecture Notes in Computer Science, 2003, , 74-87.	1.3	36
68	A Real Time Anatomical Converter For Human Motion Capture. Eurographics, 1996, , 79-94.	0.4	36
69	A paradigm for controlling virtual humans in urban environment simulations. Applied Artificial Intelligence, 2000, 14, 69-91.	3.2	35
70	Semantics-based representation of virtual environments. International Journal of Computer Applications in Technology, 2005, 23, 229.	0.5	35
71	Simulating gaze attention behaviors for crowds. Computer Animation and Virtual Worlds, 2009, 20, 111-119.	1.2	35
72	A robust approach for the control of the center of mass with inverse kinetics. Computers and Graphics, 1996, 20, 693-701.	2.5	34

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73	Human Motion Capture Driven by Orientation Measurements. Presence: Teleoperators and Virtual Environments, 1999, 8, 187-203.	0.6	34
74	Complex character positioning based on a compatible flow model of multiple supports. IEEE Transactions on Visualization and Computer Graphics, 1997, 3, 245-261.	4.4	33
75	Robust on-line adaptive footplant detection and enforcement for locomotion. Visual Computer, 2006, 22, 194-209.	3.5	33
76	AR in Hand. , 2015, , .		33
77	The Elastic Surface Layer Model for Animated Character Construction. , 1993, , 399-412.		33
78	Goal-oriented design and correction of articulated figure motion with the TRACK system. Computers and Graphics, 1994, 18, 443-452.	2.5	32
79	Path finding for human motion in virtual environments. Computational Geometry: Theory and Applications, 2000, 15, 103-127.	0.5	32
80	Virtual reality as a therapeutic tool in the confines of social anxiety disorder treatment. International Journal on Disability and Human Development, 2006, 5, .	0.2	32
81	Unique Character Instances for Crowds. IEEE Computer Graphics and Applications, 2009, 29, 82-90.	1.2	30
82	Accurate and Efficient Approximation of Clothoids Using BÃ©zier Curves for Path Planning. IEEE Transactions on Robotics, 2017, 33, 1242-1247.	10.3	30
83	Anatomic modeling of deformable human bodies. Visual Computer, 2000, 16, 306-321.	3.5	29
84	From sentence to emotion: a real-time three-dimensional graphics metaphor of emotions extracted from text. Visual Computer, 2010, 26, 505-519.	3.5	29
85	Evaluation of a geometry-based knee joint compared to a planar knee joint. Visual Computer, 2011, 27, 161-171.	3.5	29
86	The Making of a 3D-Printed, Cable-Driven, Single-Model, Lightweight Humanoid Robotic Hand. Frontiers in Robotics and AI, 2017, 4, .	3.2	29
87	The magic wand. , 2003, , .		28
88	Challenges in Crowd Simulation. , 2009, , .		28
89	Star-Vertices: A Compact Representation for Planar Meshes with Adjacency Information. Journal of Graphics Tools, 2001, 6, 7-18.	0.5	27
90	A Multi-sensor Approach for Grasping and 3D Interaction. , 1995, , 235-253.		27

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91	VHD: a system for directing real-time virtual actors. <i>Visual Computer</i> , 1999, 15, 320-329.	3.5	26
92	A Flexible Architecture for Virtual Humans in Networked Collaborative Virtual Environments. <i>Computer Graphics Forum</i> , 1997, 16, C177-C188.	3.0	25
93	A rule-based interactive behavioral animation system for humanoids. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 1999, 5, 281-307.	4.4	25
94	A framework for rapid evaluation of prototypes with augmented reality. , 2000, , .		24
95	Integrating Behavioural Animation Techniques. <i>Computer Graphics Forum</i> , 2001, 20, 309-318.	3.0	24
96	Efficient collision detection within deforming spherical sliding contact. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2007, 13, 518-529.	4.4	24
97	An integrated perception for autonomous virtual agents: active and predictive perception. <i>Computer Animation and Virtual Worlds</i> , 2006, 17, 457-468.	1.2	23
98	Haptic feedback in mixed-reality environment. <i>Visual Computer</i> , 2007, 23, 843-849.	3.5	23
99	Planning collision-free reaching motions for interactive object manipulation and grasping. , 2008, , .		23
100	Mental Vision: A Computer Graphics Teaching Platform. <i>Lecture Notes in Computer Science</i> , 2006, , 223-232.	1.3	23
101	An artificial life environment for autonomous virtual agents with multi-sensorial and multi-perceptive features. <i>Computer Animation and Virtual Worlds</i> , 2004, 15, 311-318.	1.2	22
102	Interactive low-dimensional human motion synthesis by combining motion models and PIK. <i>Computer Animation and Virtual Worlds</i> , 2007, 18, 493-503.	1.2	22
103	The Role of Virtual Humans in Virtual Environment Technology and Interfaces. , 2001, , 27-38.		22
104	A Stable Real-time AR Framework for Training and Planning in Industrial Environments. , 2004, , 129-145.		22
105	Realistic Deformation of Human Body Shapes. <i>Eurographics</i> , 2000, , 125-135.	0.4	22
106	ACE: A Platform for the Real Time Simulation of Virtual Human Agents. <i>Eurographics</i> , 2000, , 73-84.	0.4	21
107	A graphical pascal extension based on graphical types. <i>Software - Practice and Experience</i> , 1981, 11, 53-62.	3.6	20
108	Autonomous virtual actors based on virtual sensors. <i>Lecture Notes in Computer Science</i> , 1997, , 25-42.	1.3	20

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109	Human-virtual human interaction by upper body gesture understanding. , 2013, , .		20
110	Resolving Ambiguous Hand Pose Predictions by Exploiting Part Correlations. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 1125-1139.	8.3	20
111	Non-verbal speech analysis of interviews with schizophrenic patients. , 2016, , .		20
112	Learning a Unified Blind Image Quality Metric via On-Line and Off-Line Big Training Instances. IEEE Transactions on Big Data, 2020, 6, 780-791.	6.1	20
113	Real-time facial interaction. Displays, 1994, 15, 157-163.	3.7	19
114	3D Interactive Topological Modeling using Visible Human Dataset. Computer Graphics Forum, 1996, 15, 33-44.	3.0	19
115	Penetration depth methodâ€”novel realâ€”time strategy for evaluating femoroacetabular impingement. Journal of Orthopaedic Research, 2010, 28, 880-886.	2.3	19
116	Torso Crowds. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1823-1837.	4.4	19
117	Hough Forest With Optimized Leaves for Global Hand Pose Estimation With Arbitrary Postures. IEEE Transactions on Cybernetics, 2019, 49, 527-541.	9.5	19
118	Conducting a virtual orchestra. IEEE MultiMedia, 2004, 11, 40-49.	1.7	18
119	Two-handed Haptic Manipulation for CAD and VR Applications. Computer-Aided Design and Applications, 2010, 7, 125-138.	0.6	18
120	Leveraging prior ratings for recommender systems in e-commerce. Electronic Commerce Research and Applications, 2014, 13, 440-455.	5.0	18
121	Towards virtual humans in medicine: A prospective view. Computerized Medical Imaging and Graphics, 1994, 18, 97-106.	5.8	17
122	Computer animation. ACM Computing Surveys, 1996, 28, 161-163.	23.0	17
123	Sharing attractions on the Net with VPark. IEEE Computer Graphics and Applications, 2001, 21, 61-71.	1.2	17
124	Telerehabilitation. , 2004, , .		17
125	Crowds of Moving Objects: Navigation Planning and Simulation. Proceedings - IEEE International Conference on Robotics and Automation, 2007, , .	0.0	17
126	Fast collision detection methods for joint surfaces. Journal of Biomechanics, 2009, 42, 91-99.	2.1	17

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127	YaQ: An Architecture for Real-Time Navigation and Rendering of Varied Crowds. IEEE Computer Graphics and Applications, 2009, 29, 44-53.	1.2	17
128	Proposition of a modular I2C-based wearable architecture. , 2010, , .		17
129	Vibro-Tactile Interface for Enhancing Piloting Abilities During Long Term Flight. Journal of Robotics and Mechatronics, 2006, 18, 381-391.	1.0	17
130	An Interactive Tool for the Design of Human Free-Walking Trajectories. , 1992, , 87-104.		16
131	Three-dimensional garment design and animation. Computers in Industry, 1992, 19, 185-200.	9.9	15
132	An immersive multi-agent system for interactive applications. Visual Computer, 2013, 29, 323-332.	3.5	15
133	The Foundations to Build a Virtual Human Society. Lecture Notes in Computer Science, 2001, , 1-14.	1.3	15
134	Three-Dimensional Computer Animation: More an Evolution Than a Motion Problem. IEEE Computer Graphics and Applications, 1985, 5, 47-57.	1.2	14
135	<title>Modeling human bodies from video sequences</title>. , 1998, 3641, 36.		14
136	Automated Verbal and Non-verbal Speech Analysis of Interviews of Individuals with Schizophrenia and Depression. , 2019, 2019, 225-228.		14
137	Real-Time Scalable Motion Planning for Crowds. , 2007, , .		13
138	Increasing the feeling of social presence by incorporating realistic interactions in multi-party VR. , 2018, , .		13
139	Musculoskeletal Simulation Model Generation from MRI Data Sets and Motion Capture Data. , 2009, , 3-19.		13
140	Guiding and Interacting with Virtual Crowds. Eurographics, 1999, , 23-33.	0.4	13
141	Consistent Grasping in Virtual Environments based on the Interactive Grasping Automata. Eurographics, 1995, , 107-118.	0.4	13
142	An Object-Oriented Methodology Using Dynamic Variables for Animation and Scientific Visualization. , 1990, , 317-328.		13
143	An Indexed Bibliography on Computer Animation. IEEE Computer Graphics and Applications, 1985, 5, 76-86.	1.2	12
144	A Virtual Reality System for the Training of Volunteers Involved in Health Emergency Situations. Cyberpsychology, Behavior and Social Networking, 2003, 6, 267-274.	2.2	12

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145	Behavioral Animation of Autonomous Virtual Agents Helped by Reinforcement Learning. Lecture Notes in Computer Science, 2003, , 175-180.	1.3	12
146	Magic wand and the Enigma of the Sphinx. Computers and Graphics, 2004, 28, 477-484.	2.5	12
147	MHaptic : a Haptic Manipulation Library for Generic Virtual Environments. , 2007, , .		12
148	A Fast Method for Finding Range of Motion in the Human Joints. Annual International Conference of the IEEE Engineering in Medicine and Biology Society, 2007, 2007, 5079-82.	0.5	12
149	Within-crowd immersive evaluation of collision avoidance behaviors. , 2012, , .		12
150	Virtual Humans™ Behaviour: Individuals, Groups, and Crowds. , 2000, , 239-256.		12
151	An architecture for immersive evaluation of complex human tasks. IEEE Transactions on Automation Science and Engineering, 1999, 15, 475-485.	2.3	11
152	Real-time animation and motion capture in Web human director (WHD). , 2000, , .		11
153	Crowd and group animation. , 2004, , .		11
154	MuscleBuilder: A modeling tool for human anatomy. Journal of Computer Science and Technology, 2004, 19, 585-595.	1.5	11
155	Eye contact as trigger for modification of virtual character behavior. , 2008, , .		11
156	On scaling strategies for the full-body postural control of virtual mannequins. Interacting With Computers, 2009, 21, 11-25.	1.5	11
157	GPGPU computation and visualization of three-dimensional cellular automata. Visual Computer, 2011, 27, 67-81.	3.5	11
158	An evaluation of spatial presence, social presence, and interactions with various 3D displays. , 2016, , .		11
159	A User Study of a Humanoid Robot as a Social Mediator for Two-Person Conversations. International Journal of Social Robotics, 2020, 12, 1031-1044.	4.6	11
160	Pro-actively Interactive Evolution for Computer Animation. Eurographics, 1999, , 45-52.	0.4	11
161	Motion Control: From Keyframe to Task-Level Animation. , 1989, , 3-17.		11
162	Animating virtual actors in real environments. Multimedia Systems, 1997, 5, 113-125.	4.7	10

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163	Sensor-based synthetic actors in a tennis game simulation. <i>Visual Computer</i> , 1998, 14, 193-205.	3.5	10
164	A dead-reckoning technique for streaming virtual human animation. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 1999, 9, 411-414.	8.3	10
165	The virtual human as a multimodal interface. , 2000, , .		10
166	Accurate on-line avatar control with collision anticipation. , 2007, , .		10
167	Guest Editorial Special Theme on Virtual Rehabilitation. <i>IEEE Transactions on Neural Systems and Rehabilitation Engineering</i> , 2007, 15, 1-1.	4.9	10
168	Full-Body Avatar Control with Environment Awareness. <i>IEEE Computer Graphics and Applications</i> , 2009, 29, 62-75.	1.2	10
169	An action selection process to simulate the human behavior in virtual humans with real personality. <i>Visual Computer</i> , 2011, 27, 275-285.	3.5	10
170	A history of crowd simulation: the past, evolution, and new perspectives. <i>Visual Computer</i> , 2021, 37, 3077-3092.	3.5	10
171	Synthetic Vision and Audition for Digital Actors. <i>Computer Graphics Forum</i> , 1995, 14, 325-336.	3.0	10
172	Virtual Life Network: A Body-Centered Networked Virtual Environment. <i>Presence: Teleoperators and Virtual Environments</i> , 1997, 6, 676-686.	0.6	9
173	Learnable behavioural model for autonomous virtual agents. , 2006, , .		9
174	Motion Control in Animation, Simulation and Visualization. <i>Computer Graphics Forum</i> , 1989, 8, 347-352.	3.0	8
175	Chloe@University. , 2007, , .		8
176	Politeness improves interactivity in dense crowds. <i>Computer Animation and Virtual Worlds</i> , 2012, 23, 569-578.	1.2	8
177	Asymmetric facial expressions: revealing richer emotions for embodied conversational agents. <i>Computer Animation and Virtual Worlds</i> , 2013, 24, 539-551.	1.2	8
178	Time-scaled interactive object-driven multi-party VR. <i>Visual Computer</i> , 2018, 34, 887-897.	3.5	8
179	An Event-Based Architecture to Manage Virtual Human Non-Verbal Communication in 3D Chatting Environment. <i>Lecture Notes in Computer Science</i> , 2012, , 58-68.	1.3	8
180	Human Free-Walking Model for a Real-Time Interactive Design of Gaits. , 1990, , 61-79.		8

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181	The HUMANOID Environment for Interactive Animation of Multiple Deformable Human Characters. Computer Graphics Forum, 1995, 14, 337-348.	3.0	8
182	GRAFEDIT: An interactive general-purpose graphics editor. Computers and Graphics, 1982, 6, 41-46.	2.5	7
183	An interactive data visualization system. Software - Practice and Experience, 1984, 14, 277-290.	3.6	7
184	Procedural animation blocks in discrete simulation. Simulation, 1987, 49, 102-108.	1.8	7
185	Finite elements in task-level animation. Finite Elements in Analysis and Design, 1995, 19, 227-242.	3.2	7
186	Eye-tracking as Diagnosis and Assessment Tool for Social Phobia. , 2007, , .		7
187	A subject-specific software solution for the modeling and the visualization of muscles deformations. Visual Computer, 2009, 25, 835-842.	3.5	7
188	Object Grasping of Humanoid Robot Based on YOLO. Lecture Notes in Computer Science, 2019, , 476-482.	1.3	7
189	Conveying Real-Time Ambivalent Feelings through Asymmetric Facial Expressions. Lecture Notes in Computer Science, 2012, , 122-133.	1.3	7
190	Interaction Between Real and Virtual Humans: Playing Checkers. Eurographics, 2000, , 23-32.	0.4	7
191	Animation Based on the Interaction of L-Systems with Vector Force Fields. , 1992, , 747-761.		7
192	Towards Autonomous, Perceptive, and Intelligent Virtual Actors. Lecture Notes in Computer Science, 1999, , 457-471.	1.3	7
193	Conferring human action recognition skills to life-like agents. Applied Artificial Intelligence, 1999, 13, 539-565.	3.2	6
194	3D graphics define virtual humans on the web. Software Focus, 2000, 1, 6-14.	0.3	6
195	Simulating Virtual Humans in Networked Virtual Environments. Presence: Teleoperators and Virtual Environments, 2001, 10, 632-646.	0.6	6
196	A virtual 3D mobile guide in the INTERMEDIA project. Visual Computer, 2008, 24, 827-836.	3.5	6
197	Hierarchical structures for collision checking between virtual characters. Computer Animation and Virtual Worlds, 2014, 25, 331-340.	1.2	6
198	Gradient-weighted structural similarity for image quality assessments. , 2015, , .		6

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199	Automatic Verbal Analysis of Interviews with Schizophrenic Patients. , 2018, , .		6
200	Efficient Muscle Shape Deformation. , 2001, , 132-142.		6
201	The Mental Vision Framework - A Platform for Teaching, Practicing and Researching with Computer Graphics and Virtual Reality. Lecture Notes in Computer Science, 2008, , 242-260.	1.3	6
202	Controlling Evolution and Motion Using the CINEMIRA-2 Animation Sublanguage. , 1985, , 249-259.		6
203	Versatile Tuning of Humanoid Agent Activity. Computer Graphics Forum, 2000, 19, 231-242.	3.0	5
204	Defining behaviors for autonomous agents based on local perception and smart objects. Computers and Graphics, 2002, 26, 887-897.	2.5	5
205	Crowdbrush. , 2005, , .		5
206	Visual creation of inhabited 3D environments. Visual Computer, 2008, 24, 719-726.	3.5	5
207	Enhancing pilot performance with a SymBodic system. , 2010, 2010, 6599-602.		5
208	A visualization framework for the analysis ofÂneuromuscularÂsimulations. Visual Computer, 2011, 27, 109-119.	3.5	5
209	Real-time sociometrics from audio-visual features for two-person dialogs. , 2015, , .		5
210	Towards the Instantaneous Expression of Emotions with Avatars. Understanding Complex Systems, 2017, , 255-278.	0.6	5
211	A Methodology to Model and Simulate Customized Realistic Anthropomorphic Robotic Hands. , 2018, , .		5
212	Advanced Mixed Reality Technologies for Surveillance and Risk Prevention Applications. Lecture Notes in Computer Science, 2006, , 13-23.	1.3	5
213	Real-Time Comprehensive Sociometrics for Two-Person Dialogs. Lecture Notes in Computer Science, 2013, , 196-208.	1.3	5
214	Visualization Learning for Visually Impaired People. , 2007, , 171-181.		5
215	An NVC Emotional Model for Conversational Virtual Humans in a 3D Chatting Environment. Lecture Notes in Computer Science, 2012, , 47-57.	1.3	5
216	Modelling Facial Communication Between an Animator and a Synthetic Actor in Real Time. , 1993, , 387-396.		5

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217	A Problem-Oriented Analysis of Database Models. Journal of Chemical Information and Computer Sciences, 1979, 19, 86-89.	2.8	4
218	Some unusual primitives in the mira graphical extension of PASCAL. Computers and Graphics, 1982, 6, 127-139.	2.5	4
219	MIRA-3D: A three-dimensional graphical extension of pascal. Software - Practice and Experience, 1983, 13, 797-808.	3.6	4
220	Computer graphics and animation. Computer Physics Reports, 1989, 11, 221-291.	2.2	4
221	Six-hundred indexed references on computer animation. Computer Animation and Virtual Worlds, 1992, 3, 147-174.	0.9	4
222	From one virtual actor to virtual crowds. , 2000, , .		4
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