Daniel Thalmann

List of Publications by Year
in descending order

316	8,564	53660	91712
papers	citations	45	69
		h-index	g-index

356	356	356	4547
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	PMâ,,.â,… Monitoring: Use Information Abundance Measurement and Wide and Deep Learning. IEEE Transactions on Neural Networks and Learning Systems, 2021, 32, 4278-4290.	7.2	72
2	Editorial issue 32.3. Computer Animation and Virtual Worlds, 2021, 32, e2030.	0.7	0
3	A history of crowd simulation: the past, evolution, and new perspectives. Visual Computer, 2021, 37, 3077-3092.	2.5	10
4	A User Study of a Humanoid Robot as a Social Mediator for Two-Person Conversations. International Journal of Social Robotics, 2020, 12, 1031-1044.	3.1	11
5	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.	4.4	20
6	Automated Verbal and Non-verbal Speech Analysis of Interviews of Individuals with Schizophrenia and Depression. , 2019, 2019, 225-228.		14
7	Object Grasping of Humanoid Robot Based on YOLO. Lecture Notes in Computer Science, 2019, , 476-482.	1.0	7
8	Non-verbal speech cues as objective measures for negative symptoms in patients with schizophrenia. PLoS ONE, 2019, 14, e0214314.	1.1	45
9	Design of a Highly Biomimetic and Fully-Actuated Robotic Finger. , 2019, , .		2
10	Hough Forest With Optimized Leaves for Global Hand Pose Estimation With Arbitrary Postures. IEEE Transactions on Cybernetics, 2019, 49, 527-541.	6.2	19
11	Real-Time 3D Hand Pose Estimation with 3D Convolutional Neural Networks. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2019, 41, 956-970.	9.7	60
12	Nature grasping by a cable-driven under-actuated anthropomorphic robotic hand. Telkomnika (Telecommunication Computing Electronics and Control), 2019, 17, 1.	0.6	3
13	Automated Lexical Analysis of Interviews with Individuals with Schizophrenia. Lecture Notes in Electrical Engineering, 2019, , 185-197.	0.3	2
14	Evaluating Quality of Screen Content Images Via Structural Variation Analysis. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2689-2701.	2.9	85
15	Model-Based Referenceless Quality Metric of 3D Synthesized Images Using Local Image Description. IEEE Transactions on Image Processing, 2018, 27, 394-405.	6.0	121
16	Automatic Verbal Analysis of Interviews with Schizophrenic Patients. , 2018, , .		6
17	Increasing the feeling of social presence by incorporating realistic interactions in multi-party VR. , 2018, , .		13
18	Time-scaled interactive object-driven multi-party VR. Visual Computer, 2018, 34, 887-897.	2.5	8

#	Article	IF	Citations
19	Robust 3D Hand Pose Estimation From Single Depth Images Using Multi-View CNNs. IEEE Transactions on Image Processing, 2018, 27, 4422-4436.	6.0	57
20	A Methodology to Model and Simulate Customized Realistic Anthropomorphic Robotic Hands. , 2018, , .		5
21	Torso Crowds. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1823-1837.	2.9	19
22	CGI 2017 Editorial (TVCJ). Visual Computer, 2017, 33, 691-694.	2.5	0
23	Accurate and Efficient Approximation of Clothoids Using BÃ©zier Curves for Path Planning. IEEE Transactions on Robotics, 2017, 33, 1242-1247.	7.3	30
24	Towards the Instantaneous Expression of Emotions with Avatars. Understanding Complex Systems, 2017, , 255-278.	0.3	5
25	3D Convolutional Neural Networks for Efficient and Robust Hand Pose Estimation from Single Depth Images. , 2017, , .		180
26	The Making of a 3D-Printed, Cable-Driven, Single-Model, Lightweight Humanoid Robotic Hand. Frontiers in Robotics and AI, 2017, 4, .	2.0	29
27	Real humans with virtual humans and social robots interactions (HCI). , 2017, , .		1
28	Random Forest with Suppressed Leaves for Hough Voting. Lecture Notes in Computer Science, 2017, , 264-280.	1.0	3
29	CGI 2016 Editorial (TVCJ). Visual Computer, 2016, 32, 675-679.	2.5	0
30	Robust 3D Hand Pose Estimation in Single Depth Images: From Single-View CNN to Multi-View CNNs. , 2016, , .		185
31	Modeling human-like non-rationality for social agents. , 2016, , .		0
32	First-Person Palm Pose Tracking and Gesture Recognition in Augmented Reality. Communications in Computer and Information Science, 2016, , 3-15.	0.4	3
33	An evaluation of spatial presence, social presence, and interactions with various 3D displays. , 2016, , .		11
34	Non-verbal speech analysis of interviews with schizophrenic patients. , 2016, , .		20
35	Social context cognition crowdâ€sourcing and semiâ€automatic parametrization. Computer Animation and Virtual Worlds, 2016, 27, 330-339.	0.7	0
36	Crowd Simulation. , 2016, , 1-8.		3

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37	Multiple Virtual Human Interactions. Human-computer Interaction Series, 2016, , 257-274.	0.4	2
38	Body Movement Analysis and Recognition. Human-computer Interaction Series, 2016, , 31-53.	0.4	2
39	Editorial issue 26.2. Computer Animation and Virtual Worlds, 2015, 26, 95-96.	0.7	0
40	Dramaturgical and dissonance theories in explicit social context modeling for complex agents. Computer Animation and Virtual Worlds, 2015, 26, 247-257.	0.7	2
41	Real-time sociometrics from audio-visual features for two-person dialogs. , 2015, , .		5
42	Bag-of-words representation for non-intrusive speech quality assessment. , 2015, , .		4
43	AR in Hand. , 2015, , .		33
44	Gradient-weighted structural similarity for image quality assessments. , 2015, , .		6
45	Resolving Ambiguous Hand Pose Predictions by Exploiting Part Correlations. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 1125-1139.	5.6	20
46	Multimodal human-machine interaction including virtual humans or social robots. , 2015, , .		0
47	ETAF: An extended trust antecedents framework for trust prediction. , 2014, , .		91
48	Special Section: Best Papers from the 19th ACM Symposium on Virtual Reality Software and Technology (VRST 2013) Guest Editorsâ€™ Introduction. Presence: Teleoperators and Virtual Environments, 2014, 23, iii-iv.	0.3	0
49	From ratings to trust. , 2014, , .		52
50	Leveraging prior ratings for recommender systems in e-commerce. Electronic Commerce Research and Applications, 2014, 13, 440-455.	2.5	18
51	Hierarchical structures for collision checking between virtual characters. Computer Animation and Virtual Worlds, 2014, 25, 331-340.	0.7	6
52	Editorial Issue 25.2. Computer Animation and Virtual Worlds, 2014, 25, 99-100.	0.7	0
53	Non-intrusive quality assessment for enhanced speech signals based on spectro-temporal features. , 2014, , .		3
54	Humanâ€"Robot Interaction by Understanding Upper Body Gestures. Presence: Teleoperators and Virtual Environments, 2014, 23, 133-154.	0.3	57

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55	Parsing the Hand in Depth Images. IEEE Transactions on Multimedia, 2014, 16, 1241-1253.	5.2	137
56	Merging trust in collaborative filtering to alleviate data sparsity and cold start. Knowledge-Based Systems, 2014, 57, 57-68.	4.0	209
57	Towards Effective Diagnosis and Prediction via 3D Patient Model: A Complete Research Plan. , 2014, , 3-22.		1
58	Contact Modeling and Collision Detection in Human Joints. , 2014, , 189-204.		0
59	Computer Animation. , 2014, , 1-26.		0
60	Model-based hand pose estimation via spatial-temporal hand parsing and 3D fingertip localization. Visual Computer, 2013, 29, 837-848.	2.5	43
61	An immersive multi-agent system for interactive applications. Visual Computer, 2013, 29, 323-332.	2.5	15
62	Latent motion spaces for full-body motion editing. Visual Computer, 2013, 29, 171-188.	2.5	2
63	Design and Development of a Virtual Dolphinarium for Children With Autism. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2013, 21, 208-217.	2.7	103
64	State-of-the-Art. , 2013, , 9-30.		0
65	Behavioral Animation of Crowds. , 2013, , 111-168.		3
66	Crowd Rendering. , 2013, , 195-227.		1
67	Human-virtual human interaction by upper body gesture understanding. , 2013, , .		20
68	Prior ratings. , 2013, , .		3
69	Asymmetric facial expressions: revealing richer emotions for embodied conversational agents. Computer Animation and Virtual Worlds, 2013, 24, 539-551.	0.7	8
70	Modeling of Populations. , 2013, , 31-80.		1
71	Scalable Solutions for Simulating, Animating, and Rendering Real-Time Crowds of Diverse Virtual Humans. The Kluwer International Series in Video Computing, 2013, , 123-145.	0.7	2
72	Real-Time Comprehensive Sociometrics for Two-Person Dialogs. Lecture Notes in Computer Science, 2013, , 196-208.	1.0	5

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73	Learning Activity System Design for Autistic Children Using Virtual Pink Dolphins. , 2013, , 105-121.		3
74	Applications: Case Studies. , 2013, , 267-291.		0
75	Virtual Human Animation. , 2013, , 81-110.		0
76	3D fingertip and palm tracking in depth image sequences. , 2012, , .		53
77	Within-crowd immersive evaluation of collision avoidance behaviors. , 2012, , .		12
78	Hand pose estimation by combining fingertip tracking and articulated ICP. , 2012, , .		3
79	Politeness improves interactivity in dense crowds. Computer Animation and Virtual Worlds, 2012, 23, 569-578.	0.7	8
80	Sensitivity of hip tissues contact evaluation to the methods used for estimating the hip joint center of rotation. Medical and Biological Engineering and Computing, 2012, 50, 595-604.	1.6	4
81	Geometric Issues of Object Manipulation in Task Animation and Virtual Reality. , 2012, , 339-362.		1
82	A Simple But Effective Method to Incorporate Trusted Neighbors in Recommender Systems. Lecture Notes in Computer Science, 2012, , 114-125.	1.0	62
83	An NVC Emotional Model for Conversational Virtual Humans in a 3D Chatting Environment. Lecture Notes in Computer Science, 2012, , 47-57.	1.0	5
84	An Event-Based Architecture to Manage Virtual Human Non-Verbal Communication in 3D Chatting Environment. Lecture Notes in Computer Science, 2012, , 58-68.	1.0	8
85	Conveying Real-Time Ambivalent Feelings through Asymmetric Facial Expressions. Lecture Notes in Computer Science, 2012, , 122-133.	1.0	7
86	CYBEREMOTIONS â€" Collective Emotions in Cyberspace. Procedia Computer Science, 2011, 7, 221-222.	1.2	4
87	GPGPU computation and visualization of three-dimensional cellular automata. Visual Computer, 2011, 27, 67-81.	2.5	11
88	A visualization framework for the analysis ofÂneuromuscularÂsimulations. Visual Computer, 2011, 27, 109-119.	2.5	5
89	Evaluation of a geometry-based knee joint compared toÂaÂplanarÂknee joint. Visual Computer, 2011, 27, 161-171.	2.5	29
90	An action selection process to simulate the human behavior inÂvirtual humans with real personality. Visual Computer, 2011, 27, 275-285.	2.5	10

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91	Special issue on Cyberworlds 2010. Visual Computer, 2011, 27, 249-250.	2.5	0
92	Coordinating the Generation of Signs in Multiple Modalities in an Affective Agent. Cognitive Technologies, 2011, , 349-367.	0.5	3
93	Bridging Digital and Physical Worlds Using Tangible Drag-and-Drop Interfaces. Lecture Notes in Computer Science, 2011, , 1-18.	1.0	0
94	From sentence to emotion: a real-time three-dimensional graphics metaphor of emotions extracted from text. Visual Computer, 2010, 26, 505-519.	2.5	29
95	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.	2.2	54
96	Editorial Issue VRCAI'08. Computer Animation and Virtual Worlds, 2010, 21, i-ii.	0.7	0
97	Correlative joint definition for motion analysis and animation. Computer Animation and Virtual Worlds, 2010, 21, 183-192.	0.7	1
98	Penetration depth methodâ€"novel realâ€time strategy for evaluating femoroacetabular impingement. Journal of Orthopaedic Research, 2010, 28, 880-886.	1.2	19
99	Two-handed Haptic Manipulation for CAD and VR Applications. Computer-Aided Design and Applications, 2010, 7, 125-138.	0.4	18
100	Enhancing pilot performance with a SymBodic system. , 2010, 2010, 6599-602.		5
101	Motion Planning and Animation Variety Using Dance Motion Clips. , 2010, , .		1
102	Proposition of a modular I2C-based wearable architecture. , 2010, , .		17
103	Virtual Shelf: Sharing Music Between People and Devices. , 2010, , .		0
104	A Fuzzy Model to Update the Affective State of Virtual Humans: An Approach Based on Personality. , 2010, , .		2
105	Crowd patches. , 2009, , .		53
106	Simulating gaze attention behaviors for crowds. Computer Animation and Virtual Worlds, 2009, 20, 111-119.	0.7	35
107	A subject-specific software solution for the modeling and theÂvisualization of muscles deformations. Visual Computer, 2009, 25, 835-842.	2.5	7
108	Fast collision detection methods for joint surfaces. Journal of Biomechanics, 2009, 42, 91-99.	0.9	17

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109	Challenges in Crowd Simulation. , 2009, , .		28
110	On scaling strategies for the full-body postural control of virtual mannequins. Interacting With Computers, 2009, 21, 11-25.	1.0	11
111	Unique Character Instances for Crowds. IEEE Computer Graphics and Applications, 2009, 29, 82-90.	1.0	30
112	Full-Body Avatar Control with Environment Awareness. IEEE Computer Graphics and Applications, 2009, 29, 62-75.	1.0	10
113	YaQ: An Architecture for Real-Time Navigation and Rendering of Varied Crowds. IEEE Computer Graphics and Applications, 2009, 29, 44-53.	1.0	17
114	Musculoskeletal Simulation Model Generation from MRI Data Sets and Motion Capture Data. , 2009, , 3-19.		13
115	Motion Pattern Encapsulation for Data-Driven Constraint-Based Motion Editing. Lecture Notes in Computer Science, 2009, , 116-127.	1.0	2
116	Estimating Hip Joint Contact Pressure from Geometric Features. , 2009, , 165-177.		0
117	Gaze Behaviors for Virtual Crowd Characters. Lecture Notes in Computer Science, 2009, , 201-213.	1.0	1
118	Tangible Drag-and-Drop: Transferring Digital Content with a Remote Control. Lecture Notes in Computer Science, 2009, , 306-315.	1.0	4
119	Stay Tuned! An Automatic RSS Feeds Trans-coder. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2009, , 228-233.	0.2	0
120	Visual creation of inhabited 3D environments. Visual Computer, 2008, 24, 719-726.	2.5	5
121	A virtual 3D mobile guide in the INTERMEDIA project. Visual Computer, 2008, 24, 827-836.	2.5	6
122	Real-time crowd motion planning. Visual Computer, 2008, 24, 859-870.	2.5	37
123	A Flexible Architecture for Virtual Humans in Networked Collaborative Virtual Environments. Computer Graphics Forum, 2008, 16, C177-C188.	1.8	0
124	Use of Intelligent Emotional Agents in the Animation of Autonomous Virtual Creatures. , 2008, , .		0
125	Eye contact as trigger for modification of virtual character behavior. , 2008, , .		11
126	Crowds of moving objects. , 2008, , .		3

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127	Planning collision-free reaching motions for interactive object manipulation and grasping. , 2008, , .		23
128	Design and implementation of a wearable, context-aware MR framework for the Chloe@University application. , 2008, , .		1
129	Vibrotactile jacket for perception enhancement. , 2008, , .		2
130	Thanks to Geolocalized Remote Control: The Sound Will Follow. , 2008, , .		3
131	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.	1.0	6
132	Motion Modeling: Can We Get Rid of Motion Capture?. Lecture Notes in Computer Science, 2008, , 121-131.	1.0	2
133	1 Innovations in Virtual Humans. Studies in Computational Intelligence, 2008, , 1-41.	0.7	0
134	Crowds of Moving Objects: Navigation Planning and Simulation. Proceedings - IEEE International Conference on Robotics and Automation, 2007, , .	0.0	17
135	Eye-tracking as Diagnosis and Assessment Tool for Social Phobia. , 2007, , .		7
136	Accurate on-line avatar control with collision anticipation. , 2007, , .		10
137	MHaptic : a Haptic Manipulation Library for Generic Virtual Environments. , 2007, , .		12
138	Chloe@University. , 2007, , .		8
139	Real-Time Scalable Motion Planning for Crowds. , 2007, , .		13
140	Efficient collision detection within deforming spherical sliding contact. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 518-529.	2.9	24
141	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
142	Coding gaze tracking data with chromatic gradients for VR Exposure Therapy. , 2007, , .		1
143	Interactive low‑dimensional human motion synthesis by combining motion models and PIK. Computer Animation and Virtual Worlds, 2007, 18, 493-503.	0.7	22
144	Guest Editorial Special Theme on Virtual Rehabilitation. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2007, 15, 1-1.	2.7	10

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145	A wearable system for mobility improvement of visually impaired people. Visual Computer, 2007, 23, 109-118.	2.5	143
146	An ontology of virtual humans. Visual Computer, 2007, 23, 207-218.	2.5	60
147	Haptic feedback in mixed-reality environment. Visual Computer, 2007, 23, 843-849.	2.5	23
148	Visualization Learning for Visually Impaired People. , 2007, , 171-181.		5
149	Standardized Virtual Reality, Are We There Yet?. , 2006, , .		0
150	Dynamic obstacle avoidance for real-time character animation. Visual Computer, 2006, 22, 399-414.	2.5	4
151	Robust on-line adaptive footplant detection and enforcement for locomotion. Visual Computer, 2006, 22, 194-209.	2.5	33
152	Real-time navigating crowds: scalable simulation and rendering. Computer Animation and Virtual Worlds, 2006, 17, 445-455.	0.7	105
153	An integrated perception for autonomous virtual agents: active and predictive perception. Computer Animation and Virtual Worlds, 2006, 17, 457-468.	0.7	23
154	Learnable behavioural model for autonomous virtual agents. , 2006, , .		9
155	The benefits of third-person perspective in virtual and augmented reality?. , 2006, , .		62
156	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
157	Organic Shape Modeling through Haptic Devices. Computer-Aided Design and Applications, 2006, 3, 79-88.	0.4	1
158	Mental Vision: A Computer Graphics Teaching Platform. Lecture Notes in Computer Science, 2006, , 223-232.	1.0	23
159	Advanced Mixed Reality Technologies for Surveillance and Risk Prevention Applications. Lecture Notes in Computer Science, 2006, , 13-23.	1.0	5
160	Vibro-Tactile Interface for Enhancing Piloting Abilities During Long Term Flight. Journal of Robotics and Mechatronics, 2006, 18, 381-391.	0.5	17
161	Multimodal Authoring Tool for Populating a Database of Emotional Reactive Animations. Lecture Notes in Computer Science, 2006, , 206-217.	1.0	2
162	Semantics-based representation of virtual environments. International Journal of Computer Applications in Technology, 2005, 23, 229.	0.3	35

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163	Mixing virtual and real scenes in the site of ancient Pompeii. Computer Animation and Virtual Worlds, 2005, 16, 11-24.	0.7	113
164	Virtual humans: thirty years of research, what next?. Visual Computer, 2005, 21, 997-1015.	2.5	52
165	Crowdbrush. , 2005, , .		5
166	Building Exposure: Synergy of Interaction and Narration Through the Social Channel. Presence: Teleoperators and Virtual Environments, 2005, 14, 234-246.	0.3	4
167	Crowdbrush. Computer Animation and Simulation, 2004, , .	0.0	72
168	Crowd and group animation. , 2004, , .		11
169	Telerehabilitation. , 2004, , .		17
170	Style-Based Motion Synthesis+. Computer Graphics Forum, 2004, 23, 799-812.	1.8	63
171	Magic wand and the Enigma of the Sphinx. Computers and Graphics, 2004, 28, 477-484.	1.4	12
172	MuscleBuilder: A modeling tool for human anatomy. Journal of Computer Science and Technology, 2004, 19, 585-595.	0.9	11
173	An artificial life environment for autonomous virtual agents with multi-sensorial and multi-perceptive features. Computer Animation and Virtual Worlds, 2004, 15, 311-318.	0.7	22
174	Conducting a virtual orchestra. IEEE MultiMedia, 2004, 11, 40-49.	1.5	18
175	A Stable Real-time AR Framework for Training and Planning in Industrial Environments. , 2004, , 129-145.		22
176	Control and Autonomy for Intelligent Virtual Agent Behaviour. Lecture Notes in Computer Science, 2004, , 515-524.	1.0	4
177	Reflex Movements for a Virtual Human: A Biology Inspired Approach. Lecture Notes in Computer Science, 2004, , 525-534.	1.0	3
178	Planning Collision-Free Reaching Motions for Interactive Object Manipulation and Grasping. Computer Graphics Forum, 2003, 22, 313-322.	1.8	55
179	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
180	The magic wand. , 2003, , .		28

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181	Immersive VR decision training. , 2003, , .		57
182	Towards a parameterization method for virtual soft tissues based on properties of biological tissue. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2003, 36, 235-240.	0.4	4
183	Behavioral Animation of Autonomous Virtual Agents Helped by Reinforcement Learning. Lecture Notes in Computer Science, 2003, , 175-180.	1.0	12
184	Deformable Tissue Parameterized by Properties of Real Biological Tissue. Lecture Notes in Computer Science, 2003, , 74-87.	1.0	36
185	Towards Interactive Real-Time Crowd Behavior Simulation. Computer Graphics Forum, 2002, 21, 767-775.	1.8	80
186	Defining behaviors for autonomous agents based on local perception and smart objects. Computers and Graphics, 2002, 26, 887-897.	1.4	5
187	Modeling Behaviors of Interactive Objects for Real-Time Virtual Environments. Journal of Visual Languages and Computing, 2002, 13, 177-195.	1.8	52
188	Simulating a Human Society: The Challenges. , 2002, , 25-38.		4
189	Using Virtual Humans for Multimodal Communication in Virtual Reality and Augmented Reality. Series in Machine Perception and Artificial Intelligence, 2002, , 238-262.	0.1	0
190	Hierarchical model for real time simulation of virtual human crowds. IEEE Transactions on Visualization and Computer Graphics, 2001, 7, 152-164.	2.9	330
191	Sharing attractions on the Net with VPark. IEEE Computer Graphics and Applications, 2001, 21, 61-71.	1.0	17
192	Star-Vertices: A Compact Representation for Planar Meshes with Adjacency Information. Journal of Graphics Tools, 2001, 6, 7-18.	0.5	27
193	Using skeleton-based tracking to increase the reliability of optical motion capture. Human Movement Science, 2001, 20, 313-341.	0.6	84
194	Integrating Behavioural Animation Techniques. Computer Graphics Forum, 2001, 20, 309-318.	1.8	24
195	Simulating Virtual Humans in Networked Virtual Environments. Presence: Teleoperators and Virtual Environments, 2001, 10, 632-646.	0.3	6
196	The Foundations to Build a Virtual Human Society. Lecture Notes in Computer Science, 2001, , 1-14.	1.0	15
197	Efficient Muscle Shape Deformation. , 2001, , 132-142.		6
198	A Vector-Space Representation of Motion Data for Example-Based Motion Synthesis. , 2001, , 169-179.		3

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199	Constructing Virtual Human Life Simulations. , 2001, , 240-247.		4
200	The Role of Virtual Humans in Virtual Environment Technology and Interfaces. , 2001, , 27-38.		22
201	Crowd simulation for interactive virtual environments and VR training systems. Eurographics, 2001, , 163-170.	0.4	52
202	Communicative Autonomous Agents. , 2001, , 217-227.		2
203	3D graphics define virtual humans on the web. Software Focus, 2000, 1, 6-14.	0.3	6
204	Path finding for human motion in virtual environments. Computational Geometry: Theory and Applications, 2000, 15, 103-127.	0.3	32
205	Using an Intermediate Skeleton and Inverse Kinematics for Motion Retargeting. Computer Graphics Forum, 2000, 19, 11-19.	1.8	75
206	Versatile Tuning of Humanoid Agent Activity. Computer Graphics Forum, 2000, 19, 231-242.	1.8	5
207	Human shoulder modeling including scapulo-thoracic constraint and joint sinus cones. Computers and Graphics, 2000, 24, 203-218.	1.4	86
208	Anatomic modeling of deformable human bodies. Visual Computer, 2000, 16, 306-321.	2.5	29
209	A paradigm for controlling virtual humans in urban environment simulations. Applied Artificial Intelligence, 2000, 14, 69-91.	2.0	35
210	Real-time animation and motion capture in Web human director (WHD). , 2000, , .		11
211	The virtual human as a multimodal interface. , 2000, , .		10
212	From one virtual actor to virtual crowds. , 2000, , .		4
213	A framework for rapid evaluation of prototypes with augmented reality. , 2000, , .		24
214	Real-time display of virtual humans: levels of details and impostors. IEEE Transactions on Circuits and Systems for Video Technology, 2000, 10, 207-217.	5.6	61
215	A Sound Propagation Model for Interagents Communication. Lecture Notes in Computer Science, 2000, , 135-146.	1.0	3
216	Virtual Humansâ€™ Behaviour: Individuals, Groups, and Crowds. , 2000, , 239-256.		12

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217	Realistic Deformation of Human Body Shapes. Eurographics, 2000, , 125-135.	0.4	22
218	ACE: A Platform for the Real Time Simulation of Virtual Human Agents. Eurographics, 2000, , 73-84.	0.4	21
219	Interaction Between Real and Virtual Humans: Playing Checkers. Eurographics, 2000, , 23-32.	0.4	7
220	Generic 3D Ball Animation Model for Networked Interactive VR Environments. Lecture Notes in Computer Science, 2000, , 77-90.	1.0	3
221	The COVEN Project: Exploring Applicative, Technical, and Usage Dimensions of Collaborative Virtual Environments. Presence: Teleoperators and Virtual Environments, 1999, 8, 218-236.	0.3	70
222	Human Motion Capture Driven by Orientation Measurements. Presence: Teleoperators and Virtual Environments, 1999, 8, 187-203.	0.3	34
223	Anyone for Tennis?. Presence: Teleoperators and Virtual Environments, 1999, 8, 140-156.	0.3	52
224	Special issue on Real-time Virtual Worlds. Visual Computer, 1999, 15, 319-319.	2.5	0
225	VHD: a system for directing real-time virtual actors. Visual Computer, 1999, 15, 320-329.	2.5	26
226	An Efficient and Flexible Perception Pipeline for Autonomous Agents. Computer Graphics Forum, 1999, 18, 23-30.	1.8	44
227	An Informed Environment Dedicated to the Simulation of Virtual Humans in Urban Context. Computer Graphics Forum, 1999, 18, 309-318.	1.8	65
228	A Case Study on Human Upper Limb Modelling for Dynamic Simulation. Computer Methods in Biomechanics and Biomedical Engineering, 1999, 2, 65-82.	0.9	48
229	Direct 3D interaction with smart objects. , 1999, , .		57
230	Conferring human action recognition skills to life-like agents. Applied Artificial Intelligence, 1999, 13, 539-565.	2.0	6
231	An architecture for immersive evaluation of complex human tasks. IEEE Transactions on Automation Science and Engineering, 1999, 15, 475-485.	2.4	11
232	A dead-reckoning technique for streaming virtual human animation. IEEE Transactions on Circuits and Systems for Video Technology, 1999, 9, 411-414.	5.6	10
233	A rule-based interactive behavioral animation system for humanoids. IEEE Transactions on Visualization and Computer Graphics, 1999, 5, 281-307.	2.9	25
234	Modeling Objects for Interaction Tasks. Eurographics, 1999, , 73-86.	0.4	74

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