

Andrea Francesco Abate

List of Publications by Year in descending order

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Version: 2024-02-01

37
papers

1,089
citations

758635

12
h-index

476904

29
g-index

39
all docs

39
docs citations

39
times ranked

940
citing authors

#	ARTICLE	IF	CITATIONS
1	2D and 3D face recognition: A survey. Pattern Recognition Letters, 2007, 28, 1885-1906.	2.6	726
2	A haptic-based approach to virtual training for aerospace industry. Journal of Visual Languages and Computing, 2009, 20, 318-325.	1.8	55
3	Near Real-Time Three Axis Head Pose Estimation Without Training. IEEE Access, 2019, 7, 64256-64265.	2.6	31
4	BIRD: Watershed Based IRis Detection for mobile devices. Pattern Recognition Letters, 2015, 57, 43-51.	2.6	27
5	Clustering Facial Attributes: Narrowing the Path From Soft to Hard Biometrics. IEEE Access, 2020, 8, 9037-9045.	2.6	20
6	IME: an image management environment with content-based access. Image and Vision Computing, 1999, 17, 967-980.	2.7	17
7	An interactive virtual guide for the AR based visit of archaeological sites. Journal of Visual Languages and Computing, 2011, 22, 415-425.	1.8	17
8	Head pose estimation: An extensive survey on recent techniques and applications. Pattern Recognition, 2022, 127, 108591.	5.1	17
9	Head pose estimation by regression algorithm. Pattern Recognition Letters, 2020, 140, 179-185.	2.6	16
10	A Pervasive Visual Haptic Framework for Virtual Delivery Training. IEEE Transactions on Information Technology in Biomedicine, 2010, 14, 326-334.	3.6	15
11	Workflow performance evaluation through WPQL. , 2002, , .		13
12	RBS: A ROBUST BIMODAL SYSTEM FOR FACE RECOGNITION. International Journal of Software Engineering and Knowledge Engineering, 2007, 17, 497-513.	0.6	13
13	A Visual Query-by-Example Image Database for Chest CT Images: Potential Role as a Decision and Educational Support Tool for Radiologists. Journal of Digital Imaging, 2005, 18, 78-84.	1.6	12
14	MUBAI: multiagent biometrics for ambient intelligence. Journal of Ambient Intelligence and Humanized Computing, 2011, 2, 81-89.	3.3	12
15	Attention monitoring for synchronous distance learning. Future Generation Computer Systems, 2021, 125, 774-784.	4.9	12
16	On the Impact of Multimodal and Multisensor Biometrics in Smart Factories. IEEE Transactions on Industrial Informatics, 2022, 18, 9092-9100.	7.2	10
17	Face authentication using speed fractal technique. Image and Vision Computing, 2006, 24, 977-986.	2.7	9
18	Face, Ear and Fingerprint: Designing Multibiometric Architectures. , 2007, , .		8

#	ARTICLE	IF	CITATIONS
19	Contextual Trust Model With a Humanoid Robot Defense for Attacks to Smart Eco-Systems. IEEE Access, 2020, 8, 207404-207414.	2.6	8
20	An Image Based Approach to Hand Occlusions in Mixed Reality Environments. Lecture Notes in Computer Science, 2014, , 319-328.	1.0	7
21	Mixed reality system for industrial environment: an evaluation study. CAAI Transactions on Intelligence Technology, 2017, 2, 182-193.	3.4	5
22	Multi-Modal Face Recognition by Means of Augmented Normal Map and PCA. , 2006, , .		4
23	Fast 3D Face Alignment and Improved Recognition Through Pyramidal Normal map Metric. Proceedings International Conference on Image Processing, 2007, , .	0.0	4
24	Occluded Face Recognition by Means of the IFS. Lecture Notes in Computer Science, 2005, , 1073-1080.	1.0	4
25	Partitioned iterated function systems by regression models for head pose estimation. Machine Vision and Applications, 2021, 32, 1.	1.7	3
26	AR Based Environment for Exposure Therapy to Mottephobia. Lecture Notes in Computer Science, 2011, , 3-11.	1.0	3
27	ASSYST: Avatar baSed SYStem mainTenance. , 2008, , .		2
28	Normal maps vs. visible images: Comparing classifiers and combining modalities. Journal of Visual Languages and Computing, 2009, 20, 156-168.	1.8	2
29	What are you doing while answering your smartphone?. , 2018, , .		2
30	One to Many 3D Face Recognition Enhanced Through k-d-Tree Based Spatial Access. Lecture Notes in Computer Science, 2005, , 5-16.	1.0	2
31	VIVIE: A video-surveillance indexer via identity extraction. , 2011, , .		1
32	A Biometric Interface to Ambient Intelligence Environments. , 2012, , 155-163.		1
33	Gesture Based Interface for Crime Scene Analysis: A Proposal. Lecture Notes in Computer Science, 2008, , 143-154.	1.0	1
34	Separable 3D residual attention network for human action recognition. Multimedia Tools and Applications, 2023, 82, 5435-5453.	2.6	1
35	An augmented interface to audio-video components. , 2012, , .		0
36	Hybrid multi-sensor tracking system for field-deployable mixed reality environment. , 2015, , .		0

#	ARTICLE	IF	CITATIONS
37	Face in Person Re-Identification. Advances in Computational Intelligence and Robotics Book Series, 0, , 273-288.	0.4	0