Pengpeng Hu

List of Publications by Year in descending order

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		1163117	1199594	
15	157	8	12	
papers	citations	h-index	g-index	
1.5	1.5	1.5		
15	15	15	77	
all docs	docs citations	times ranked	citing authors	

#	Article	IF	CITATIONS
1	3DBodyNet: Fast Reconstruction of 3D Animatable Human Body Shape From a Single Commodity Depth Camera. IEEE Transactions on Multimedia, 2022, 24, 2139-2149.	7.2	19
2	A Pose-Based Feature Fusion and Classification Framework for the Early Prediction of Cerebral Palsy in Infants. IEEE Transactions on Neural Systems and Rehabilitation Engineering, 2022, 30, 8-19.	4.9	14
3	A Deep Learning Approach to Automatically Extract 3D Hand Measurements. , 2022, , .		2
4	Automatic and Fast Extraction of 3D Hand Measurements using a Deep Neural Network. , 2022, , .		2
5	Learning to Estimate the Body Shape Under Clothing From a Single 3-D Scan. IEEE Transactions on Industrial Informatics, 2021, 17, 3793-3802.	11.3	27
6	Deep Learning-Based Automated Extraction of Anthropometric Measurements From a Single 3-D Scan. IEEE Transactions on Instrumentation and Measurement, 2021, 70, 1-14.	4.7	12
7	Method for registration of 3D shapes without overlap for known 3D priors. Electronics Letters, 2021, 57, 357-359.	1.0	7
8	MaskLayer: Enabling scalable deep learning solutions by training embedded feature sets. Neural Networks, 2021, 137, 43-53.	5.9	2
9	Predicting High-fidelity Human Body Models from Impaired Point Clouds. Signal Processing, 2021, 192, 108375.	3.7	4
10	Multiâ€modal deep network for RGBâ€D segmentation of clothes. Electronics Letters, 2020, 56, 432-435.	1.0	6
11	A generic method of wearable items virtual try-on. Textile Reseach Journal, 2020, 90, 2161-2174.	2.2	8
12	A new method to evaluate the dynamic air gap thickness and garment sliding of virtual clothes during walking. Textile Reseach Journal, 2019, 89, 4148-4161.	2.2	9
13	Personalized 3D mannequin reconstruction based on 3D scanning. International Journal of Clothing Science and Technology, 2018, 30, 159-174.	1.1	22
14	Automatic body measurement based on slicing loops. International Journal of Clothing Science and Technology, 2018, 30, 380-397.	1.1	11
15	Scanning and animating characters dressed in multiple-layer garments. Visual Computer, 2017, 33, 961-969.	3.5	12