George Vogiatzis

List of Publications by Year
in descending order

36 papers	1,860 citations	686830 13 h-index	676716 22 g-index
38 all docs	38 docs citations	38 times ranked	1076 citing authors

#	Article	IF	Citations
1	Large-Scale Data for Multiple-View Stereopsis. International Journal of Computer Vision, 2016, 120, 153-168.	10.9	311
2	Large Scale Multi-view Stereopsis Evaluation. , 2014, , .		267
3	Multiview Photometric Stereo. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2008, 30, 548-554.	9.7	228
4	Multiview Stereo via Volumetric Graph-Cuts and Occlusion Robust Photo-Consistency. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2007, 29, 2241-2246.	9.7	222
5	Using Multiple Hypotheses to Improve Depth-Maps for Multi-View Stereo. Lecture Notes in Computer Science, 2008, , 766-779.	1.0	189
6	Video-based, real-time multi-view stereo. Image and Vision Computing, 2011, 29, 434-441.	2.7	115
7	Non-rigid Photometric Stereo with Colored Lights. , 2007, , .		99
8	Probabilistic visibility for multi-view stereo. , 2007, , .		62
9	How to Read Paintings: Semantic Art Understanding with Multi-modal Retrieval. Lecture Notes in Computer Science, 2019, , 676-691.	1.0	39
10	Video Normals from Colored Lights. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2011, 33, 2104-2114.	9.7	32
11	Shadows in Three-Source Photometric Stereo. Lecture Notes in Computer Science, 2008, , 290-303.	1.0	32
12	Automatic Object Segmentation from Calibrated Images. , 2011, , .		29
13	Self-calibrated, Multi-spectral Photometric Stereo for 3D Face Capture. International Journal of Computer Vision, 2012, 97, 91-103.	10.9	29
14	Deep Reinforcement Learning for Autonomous Traffic Light Control. , 2018, , .		28
15	Overcoming Shadows in 3-Source Photometric Stereo. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2011, 33, 419-426.	9.7	26
16	Learning non-metric visual similarity for image retrieval. Image and Vision Computing, 2019, 82, 18-25.	2.7	26
17	An Efficient Industrial System for Vehicle Tyre (Tire) Detection and Text Recognition Using Deep Learning. IEEE Transactions on Intelligent Transportation Systems, 2021, 22, 1264-1275.	4.7	17
18	Reconstructing relief surfaces. Image and Vision Computing, 2008, 26, 397-404.	2.7	14

#	Article	IF	Citations
19	Dress Like a Star: Retrieving Fashion Products from Videos. , 2017, , .		14
20	A Generative Model for Online Depth Fusion. Lecture Notes in Computer Science, 2012, , 144-157.	1.0	13
21	Shape from Photographs: A Multi-view Stereo Pipeline. Studies in Computational Intelligence, 2010, , 281-311.	0.7	12
22	Practical 3D Reconstruction Based on Photometric Stereo. Studies in Computational Intelligence, 2010, , 313-345.	0.7	11
23	A deep learning pipeline for semantic facade segmentation. , 2017, , .		10
24	A Deep Reinforcement Learning Agent for Traffic Intersection Control Optimization. , 2019, , .		5
25	Goal Density-based Hindsight Experience Prioritization for Multi-Goal Robot Manipulation Reinforcement Learning. , 2020, , .		5
26	Look and Listen: A Multi-modality Late Fusion Approach to Scene Classification for Autonomous Machines. , 2020, , .		5
27	Learning an augmentation strategy for sparse datasets. Image and Vision Computing, 2022, 117, 104338.	2.7	5
28	Vehicle tire (tyre) detection and text recognition using deep learning. , 2019, , .		4
29	Traffic3D: A Rich 3D-Traffic Environment to Train Intelligent Agents. Lecture Notes in Computer Science, 2019, , 749-755.	1.0	3
30	CSC-GAN: Cycle and Semantic Consistency for Dataset Augmentation. Lecture Notes in Computer Science, 2020, , 170-181.	1.0	2
31	Live 3D shape reconstruction, recognition and registration. , 2011, , .		1
32	Multi-camera Torso Pose Estimation using Graph Neural Networks. , 2020, , .		1
33	rcGAN: Learning a Generative Model for Arbitrary Size Image Generation. Lecture Notes in Computer Science, 2020, , 80-94.	1.0	1
34	Variational Recurrent Sequence-to-Sequence Retrieval for Stepwise Illustration. Lecture Notes in Computer Science, 2020, , 50-64.	1.0	1
35	QuiltGAN: An Adversarially Trained, Procedural Algorithm for Texture Generation. Lecture Notes in Computer Science, 2019, , 423-432.	1.0	0
36	Multi-Agent Deep Reinforcement Learning for Traffic optimization through Multiple Road Intersections using Live Camera Feed. , 2020, , .		0