Dan Casas

List of Publications by Year
in descending order

41 papers	2,832 citations	567281 15 h-index	580821 25 g-index
42 all docs	42 docs citations	42 times ranked	1476 citing authors

#	Article	IF	Citations
1	VNect. ACM Transactions on Graphics, 2017, 36, 1-14.	7.2	683
2	Monocular 3D Human Pose Estimation in the Wild Using Improved CNN Supervision. , 2017, , .		543
3	GANerated Hands for Real-Time 3D Hand Tracking from Monocular RGB. , 2018, , .		313
4	Reconstruction of Personalized 3D Face Rigs from Monocular Video. ACM Transactions on Graphics, 2016, 35, 1-15.	7.2	134
5	Real-Time Joint Tracking of a Hand Manipulating an Object from RGB-D Input. Lecture Notes in Computer Science, 2016, , 294-310.	1.3	114
6	Real-time pose and shape reconstruction of two interacting hands with a single depth camera. ACM Transactions on Graphics, 2019, 38, 1-13.	7.2	103
7	Learning‑Based Animation of Clothing for Virtual Try‑On. Computer Graphics Forum, 2019, 38, 355-366.	3.0	99
8	EgoCap. ACM Transactions on Graphics, 2016, 35, 1-11.	7.2	89
9	Animation Control of Surface Motion Capture. IEEE Transactions on Cybernetics, 2013, 43, 1532-1545.	9.5	74
10	4D video textures for interactive character appearance. Computer Graphics Forum, 2014, 33, 371-380.	3.0	70
11	Real-Time Hand Tracking under Occlusion from an Egocentric RGB-D Sensor. , 2017, , .		64
12	Avatar reshaping and automatic rigging using a deformable model. , 2015, , .		54
13	General Automatic Human Shape and Motion Capture Using Volumetric Contour Cues. Lecture Notes in Computer Science, 2016, , 509-526.	1.3	50
14	RGB2Hands. ACM Transactions on Graphics, 2020, 39, 1-16.	7.2	47
15	Self-Supervised Collision Handling via Generative 3D Garment Models for Virtual Try-On. , 2021, , .		41
16	Fully Convolutional Graph Neural Networks for Parametric Virtual Try‑On. Computer Graphics Forum, 2020, 39, 145-156.	3.0	39
17	4D parametric motion graphs for interactive animation. , 2012, , .		32
18	Interactive Animation of 4D Performance Capture. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 762-773.	4.4	27

#	Article	IF	Citations
19	Model-Based Outdoor Performance Capture. , 2016, , .		26
20	SoftSMPL: Data†driven Modeling of Nonlinear Soft†tissue Dynamics for Parametric Humans. Computer Graphics Forum, 2020, 39, 65-75.	3.0	26
21	Real-Time Hand Tracking Under Occlusion from an Egocentric RGB-D Sensor. , 2017, , .		25
22	Learning Nonlinear Soft-Tissue Dynamics for Interactive Avatars. Proceedings of the ACM on Computer Graphics and Interactive Techniques, 2018, 1, 1-15.	1.6	19
23	Optimal Representation of Multiple View Video. , 2014, , .		19
24	A Survey on Intrinsic Images: Delving Deep into Lambert and Beyond. International Journal of Computer Vision, 2022, 130, 836-868.	15.6	15
25	Multi-view Performance Capture of Surface Details. International Journal of Computer Vision, 2017, 124, 96-113.	15.6	14
26	Rapid Photorealistic Blendshape Modeling from RGB-D Sensors. , 2016, , .		12
27	BRDF Estimation of Complex Materials with Nested Learning. , 2019, , .		12
28	The Effect of An Animated Virtual Character on Mobile Chat Interactions. , 2015, , .		12
29	4D Model Flow: Precomputed Appearance Alignment for Real-time 4D Video Interpolation. Computer Graphics Forum, 2015, 34, 173-182.	3.0	10
30	Modeling and Estimation of Nonlinear Skin Mechanics for Animated Avatars. Computer Graphics Forum, 2020, 39, 77-88.	3.0	10
31	Learning contact corrections for handle-based subspace dynamics. ACM Transactions on Graphics, 2021, 40, 1-12.	7.2	10
32	Parametric Control of Captured Mesh Sequences for Real-Time Animation. Lecture Notes in Computer Science, 2011, , 242-253.	1.3	10
33	Tactile rendering based on skin stress optimization. ACM Transactions on Graphics, 2020, 39, .	7.2	10
34	Rapid photorealistic blendshapes from commodity RGB-D sensors. , 2015, , .		9
35	Acting the part. , 2014, , .		6
36	A Platform for Building Mobile Virtual Humans. Lecture Notes in Computer Science, 2015, , 310-319.	1.3	5

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37	Blendshapes from commodity RGB-D sensors. , 2015, , .		2
38	Parametric animation of performance‑captured mesh sequences. Computer Animation and Virtual Worlds, 2012, 23, 101-111.	1.2	1
39	Learning contact corrections for handle-based subspace dynamics. ACM Transactions on Graphics, 2021, 40, 1-12.	7.2	1
40	Smart Mobile Virtual Humans: "Chat with Me!" Lecture Notes in Computer Science, 2015, , 475-478.	1.3	1
41	Fine Virtual Manipulation with Hands of Different Sizes. , 2021, , .		1