

Dan Casas

List of Publications by Year in descending order

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41
papers

2,832
citations

566801

15
h-index

580395

25
g-index

42
all docs

42
docs citations

42
times ranked

1476
citing authors

#	ARTICLE	IF	CITATIONS
1	A Survey on Intrinsic Images: Delving Deep into Lambert and Beyond. International Journal of Computer Vision, 2022, 130, 836-868.	10.9	15
2	Learning contact corrections for handle-based subspace dynamics. ACM Transactions on Graphics, 2021, 40, 1-12.	4.9	1
3	Learning contact corrections for handle-based subspace dynamics. ACM Transactions on Graphics, 2021, 40, 1-12.	4.9	10
4	Self-Supervised Collision Handling via Generative 3D Garment Models for Virtual Try-On. , 2021, , .		41
5	Fine Virtual Manipulation with Hands of Different Sizes. , 2021, , .		1
6	Fully Convolutional Graph Neural Networks for Parametric Virtual Try-On. Computer Graphics Forum, 2020, 39, 145-156.	1.8	39
7	Modeling and Estimation of Nonlinear Skin Mechanics for Animated Avatars. Computer Graphics Forum, 2020, 39, 77-88.	1.8	10
8	SoftSMPL: Data-Driven Modeling of Nonlinear Soft-Tissue Dynamics for Parametric Humans. Computer Graphics Forum, 2020, 39, 65-75.	1.8	26
9	Tactile rendering based on skin stress optimization. ACM Transactions on Graphics, 2020, 39, .	4.9	10
10	RGB2Hands. ACM Transactions on Graphics, 2020, 39, 1-16.	4.9	47
11	BRDF Estimation of Complex Materials with Nested Learning. , 2019, , .		12
12	Real-time pose and shape reconstruction of two interacting hands with a single depth camera. ACM Transactions on Graphics, 2019, 38, 1-13.	4.9	103
13	Learning-Based Animation of Clothing for Virtual Try-On. Computer Graphics Forum, 2019, 38, 355-366.	1.8	99
14	GANerated Hands for Real-Time 3D Hand Tracking from Monocular RGB. , 2018, , .		313
15	Learning Nonlinear Soft-Tissue Dynamics for Interactive Avatars. Proceedings of the ACM on Computer Graphics and Interactive Techniques, 2018, 1, 1-15.	1.0	19
16	Multi-view Performance Capture of Surface Details. International Journal of Computer Vision, 2017, 124, 96-113.	10.9	14
17	VNect. ACM Transactions on Graphics, 2017, 36, 1-14.	4.9	683
18	Real-Time Hand Tracking Under Occlusion from an Egocentric RGB-D Sensor. , 2017, , .		25

#	ARTICLE	IF	CITATIONS
19	Real-Time Hand Tracking under Occlusion from an Egocentric RGB-D Sensor. , 2017, , .		64
20	Monocular 3D Human Pose Estimation in the Wild Using Improved CNN Supervision. , 2017, , .		543
21	EgoCap. ACM Transactions on Graphics, 2016, 35, 1-11.	4.9	89
22	Rapid Photorealistic Blendshape Modeling from RGB-D Sensors. , 2016, , .		12
23	General Automatic Human Shape and Motion Capture Using Volumetric Contour Cues. Lecture Notes in Computer Science, 2016, , 509-526.	1.0	50
24	Real-Time Joint Tracking of a Hand Manipulating an Object from RGB-D Input. Lecture Notes in Computer Science, 2016, , 294-310.	1.0	114
25	Model-Based Outdoor Performance Capture. , 2016, , .		26
26	Reconstruction of Personalized 3D Face Rigs from Monocular Video. ACM Transactions on Graphics, 2016, 35, 1-15.	4.9	134
27	Avatar reshaping and automatic rigging using a deformable model. , 2015, , .		54
28	4D Model Flow: Precomputed Appearance Alignment for Real-time 4D Video Interpolation. Computer Graphics Forum, 2015, 34, 173-182.	1.8	10
29	Rapid photorealistic blendshapes from commodity RGB-D sensors. , 2015, , .		9
30	Blendshapes from commodity RGB-D sensors. , 2015, , .		2
31	A Platform for Building Mobile Virtual Humans. Lecture Notes in Computer Science, 2015, , 310-319.	1.0	5
32	The Effect of An Animated Virtual Character on Mobile Chat Interactions. , 2015, , .		12
33	Smart Mobile Virtual Humans: "Chat with Me!", Lecture Notes in Computer Science, 2015, , 475-478.	1.0	1
34	Acting the part. , 2014, , .		6
35	4D video textures for interactive character appearance. Computer Graphics Forum, 2014, 33, 371-380.	1.8	70
36	Optimal Representation of Multiple View Video. , 2014, , .		19

#	ARTICLE	IF	CITATIONS
37	Interactive Animation of 4D Performance Capture. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 762-773.	2.9	27
38	Animation Control of Surface Motion Capture. IEEE Transactions on Cybernetics, 2013, 43, 1532-1545.	6.2	74
39	4D parametric motion graphs for interactive animation. , 2012, , .		32
40	Parametric animation of performanceâ€œcaptured mesh sequences. Computer Animation and Virtual Worlds, 2012, 23, 101-111.	0.7	1
41	Parametric Control of Captured Mesh Sequences for Real-Time Animation. Lecture Notes in Computer Science, 2011, , 242-253.	1.0	10