Paulo Dias

List of Publications by Year in descending order

94 papers	1,036 citations	686830 13 h-index	552369 26 g-index
101 all docs	101 docs citations	101 times ranked	849 citing authors

#	Article	IF	Citations
1	Head-mounted display versus desktop for 3D navigation in virtual reality: a user study. Multimedia Tools and Applications, 2009, 41, 161-181.	2.6	188
2	Using Virtual Reality to Increase Motivation in Poststroke Rehabilitation. IEEE Computer Graphics and Applications, 2019, 39, 64-70.	1.0	74
3	Self calibration of multiple LIDARs and cameras on autonomous vehicles. Robotics and Autonomous Systems, 2016, 83, 326-337.	3.0	56
4	Learning Auditory Space: Generalization and Long-Term Effects. PLoS ONE, 2013, 8, e77900.	1.1	37
5	Remote collaboration in maintenance contexts using augmented reality: insights from a participatory process. International Journal on Interactive Design and Manufacturing, 2022, 16, 419-438.	1.3	36
6	3D Reconstruction of Real World Scenes Using a Low-Cost 3D Range Scanner. Computer-Aided Civil and Infrastructure Engineering, 2006, 21, 486-497.	6.3	30
7	Comparing Spatial and Mobile Augmented Reality for Guiding Assembling Procedures with Task Validation. , 2019, , .		29
8	Using augmented reality for industrial quality assurance: a shop floor user study. International Journal of Advanced Manufacturing Technology, 2021, 115, 105-116.	1.5	29
9	Augmented reality situated visualization in decision-making. Multimedia Tools and Applications, 2022, 81, 14749-14772.	2.6	29
10	A critical analysis on remote collaboration mediated by Augmented Reality: Making a case for improved characterization and evaluation of the collaborative process. Computers and Graphics, 2022, 102, 619-633.	1.4	28
11	Serious Games for Stroke Telerehabilitation of Upper Limb - A Review for Future Research. International Journal of Telerehabilitation, 2020, 12, 65-76.	0.7	27
12	Registration and fusion of intensity and range data for 3D modelling of real world scenes. , 0, , .		25
13	A vision for contextualized evaluation of remote collaboration supported by AR. Computers and Graphics, 2022, 102, 413-425.	1.4	23
14	Automatic registration of laser reflectance and colour intensity images for 3D reconstruction. Robotics and Autonomous Systems, 2002, 39, 157-168.	3.0	22
15	Comparing augmented reality visualization methods for assembly procedures. Virtual Reality, 2022, 26, 235-248.	4.1	17
16	A ROS framework for the extrinsic calibration of intelligent vehicles: A multi-sensor, multi-modal approach. Robotics and Autonomous Systems, 2020, 131, 103558.	3.0	17
17	Situated Visualization in The Decision Process Through Augmented Reality. , 2019, , .		14
18	On the Use of Virtual Reality for Medical Imaging Visualization. Journal of Digital Imaging, 2021, 34, 1034-1048.	1.6	14

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19	Remote Asynchronous Collaboration in Maintenance scenarios using Augmented Reality and Annotations. , 2021, , .		13
20	Interaction with Virtual Content using Augmented Reality. Proceedings of the ACM on Human-Computer Interaction, 2020, 4, 1-17.	2.5	13
21	Evaluation of a Mobile Augmented Reality Game Application as an Outdoor Learning Tool. International Journal of Mobile and Blended Learning, 2019, 11, 59-79.	0.5	12
22	Developing 3D Freehand Gesture-Based Interaction Methods for Virtual Walkthroughs. Advances in Human and Social Aspects of Technology Book Series, 2016, , 52-72.	0.3	11
23	Teaching 3D modelling and visualization using VTK. Computers and Graphics, 2008, 32, 363-370.	1.4	10
24	Integrating User Studies into Computer Graphics-Related Courses. IEEE Computer Graphics and Applications, 2011, 31, 14-17.	1.0	9
25	3D-2D Laser Range Finder Calibration Using a Conic Based Geometry Shape. Lecture Notes in Computer Science, 2012, , 312-319.	1.0	9
26	Using Heuristic Evaluation to Foster Visualization Analysis and Design Skills. IEEE Computer Graphics and Applications, 2016, 36, 86-90.	1.0	9
27	Rich and robust human-robot interaction on gesture recognition for assembly tasks. , 2017, , .		9
28	Detection of Aerial Balls in Robotic Soccer Using a Mixture of Color and Depth Information. , 2015, , .		8
29	Incremental scenario representations for autonomous driving using geometric polygonal primitives. Robotics and Autonomous Systems, 2016, 83, 312-325.	3.0	8
30	A Conceptual Model for Data Collection and Analysis for AR-based Remote Collaboration Evaluation. , 2020, , .		8
31	Pervasive augmented reality for indoor uninterrupted experiences. , 2019, , .		8
32	Comparing Desktop vs. Mobile Interaction for the Creation of Pervasive Augmented Reality Experiences. Journal of Imaging, 2022, 8, 79.	1.7	8
33	Incremental texture mapping for autonomous driving. Robotics and Autonomous Systems, 2016, 84, 113-128.	3.0	7
34	Effect of hand-avatar in a selection task using a tablet as input device in an immersive virtual environment. , 2017, , .		7
35	Heuristic Evaluation in Visualization: An Empirical Study : Position paper. , 2018, , .		7
36	A Toolkit to Evaluate and Characterize the Collaborative Process in Scenarios of Remote Collaboration Supported by AR. , 2021, , .		7

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37	Enhancement of RGB-D Image Alignment Using Fiducial Markers. Sensors, 2020, 20, 1497.	2.1	6
38	Automatic Calibration of Multiple LIDAR Sensors Using a Moving Sphere as Target. Advances in Intelligent Systems and Computing, 2016, , 477-489.	0.5	6
39	ATOM: A general calibration framework for multi-modal, multi-sensor systems. Expert Systems With Applications, 2022, 207, 118000.	4.4	6
40	Student Projects Involving Novel Interaction with Large Displays. IEEE Computer Graphics and Applications, 2014, 34, 80-86.	1.0	5
41	Construction of a web-based geographical information system â€“ the case of â€œRia de Aveiroâ€•region. Anatolia, 2016, 27, 71-81.	1.3	5
42	Mobile devices for interaction in immersive virtual environments. , 2018, , .		5
43	Multi-Sensor Extrinsic Calibration Using an Extended Set of Pairwise Geometric Transformations. Sensors, 2020, 20, 6717.	2.1	5
44	A General Approach to the Extrinsic Calibration of Intelligent Vehicles Using ROS. Advances in Intelligent Systems and Computing, 2020, , 203-215.	0.5	5
45	Developing and Evaluating Two Gestural-Based Virtual Environment Navigation Methods for Large Displays. Lecture Notes in Computer Science, 2015, , 141-151.	1.0	5
46	Scene Representations for Autonomous Driving: An Approach Based on Polygonal Primitives. Advances in Intelligent Systems and Computing, 2016, , 503-515.	0.5	5
47	Wiimote as an Input Device in Google Earth Visualization and Navigation: A User Study Comparing Two Alternatives. , 2010, , .		4
48	Implementation and Evaluation of an Enhanced H-tree Layout Pedigree Visualization. , 2012, , .		4
49	A New Approach for 3D Craniometric Measurements Using 3D Skull Models. , 2013, , .		4
50	Extending the H-Tree Layout Pedigree: An Evaluation. , 2013, , .		4
51	CraMs: Craniometric Analysis Application Using 3D Skull Models. IEEE Computer Graphics and Applications, 2015, 35, 11-17.	1.0	4
52	Representation of continuously changing data over time and space: Modeling the shape of spatiotemporal phenomena. , 2016, , .		4
53	Evaluating and enhancing google tango localization in indoor environments using fiducial markers. , 2018, , .		4
54	2D lidar to kinematic chain calibration using planar features of indoor scenes. Industrial Robot, 2020, 47, 647-655.	1.2	4

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55	Robust Texture Mapping Using RGB-D Cameras. Sensors, 2021, 21, 3248.	2.1	4
56	Combining Intensity and Range Images for 3D Architectural Modelling. , 2001, , 139-145.		4
57	Sampling strategies to create moving regions from real world observations. , 2020, , .		4
58	Usability in virtual and augmented environments: a qualitative and quantitative study. , 2007, , .		3
59	A Framework for the Management of Deformable Moving Objects. Lecture Notes in Geoinformation and Cartography, 2018, , 327-346.	0.5	3
60	An Exploratory Study on the use of Virtual Reality in Balance Rehabilitation*. , 2019, 2019, 3416-3419.		3
61	Towards a qualitative analysis of interpolation methods for deformable moving regions. , 2019, , .		3
62	Adaptive Augmented Reality User Interfaces Using Face Recognition for Smart Home Control. Advances in Intelligent Systems and Computing, 2020, , 15-19.	0.5	3
63	Using Augmented Reality and Step by Step Verification in Industrial Quality Control. Advances in Intelligent Systems and Computing, 2021, , 350-355.	0.5	3
64	Heuristic Evaluation in Information Visualization Using Three Sets of Heuristics: An Exploratory Study. Lecture Notes in Computer Science, 2015, , 259-270.	1.0	3
65	Evaluating preprocessing and interpolation strategies to create moving regions from real-world observations. ACM SIGAPP Applied Computing Review: A Publication of the Special Interest Group on Applied Computing, 2020, 20, 46-58.	0.5	3
66	Using 3D Reconstruction to create Pervasive Augmented Reality Experiences: A comparison. , 2022, , .		3
67	3D reconstruction and spatial auralization of the Painted Dolmen of Antelas. , 2008, , .		2
68	DETI-Interact: Interaction with Large Displays in Public Spaces Using the Kinect. Lecture Notes in Computer Science, 2014, , 196-206.	1.0	2
69	Freehand Gesture-Based 3D Manipulation Methods for Interaction with Large Displays. Lecture Notes in Computer Science, 2017, , 145-158.	1.0	2
70	3D Reconstruction of Soccer Sequences Using Non-calibrated Video Cameras. Lecture Notes in Computer Science, 2007, , 1254-1264.	1.0	2
71	Living Globe: Tridimensional Interactive Visualization of World Demographic Data. Lecture Notes in Computer Science, 2016, , 14-24.	1.0	2
72	A Robust 3D-Based Color Correction Approach for Texture Mapping Applications. Sensors, 2022, 22, 1730.	2.1	2

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73	Exploring an Augmented Reality Serious Game for Motorized Wheelchair Control. , 2022, , .		2
74	Preliminary Usability Evaluation of PolyMeCo: A Visualization Based Tool for Mesh Analysis and Comparison. , 2007, , .		1
75	Information Visualization in Facility Location and Vehicle Routing Decisions. , 2010, , .		1
76	Evaluation in visualization: some issues and best practices. Proceedings of SPIE, 2013, , .	0.8	1
77	Platform for setting up interactive virtual environments. , 2014, , .		1
78	Towards automatic non-metric traits analysis on 3D models of skulls. , 2016, , .		1
79	Visual vs Auditory Augmented Reality for Indoor Guidance. , 2021, , .		1
80	A Framework for Cerebral CT Perfusion Imaging Methods Comparison. Lecture Notes in Computer Science, 2010, , 141-150.	1.0	1
81	Results from Geospatial Analysis of Resistivity to Delineate Contamination Anomalies: A Case Study of a Controlled Dump â€•North Portugal. , 2012, , .		1
82	An Exploratory Study on the Predictive Capacity of Heuristic Evaluation in Visualization Applications. Lecture Notes in Computer Science, 2017, , 369-383.	1.0	1
83	An Evaluation of Smoothing and Remeshing Techniques to Represent the Evolution of Real-World Phenomena. Lecture Notes in Computer Science, 2018, , 57-67.	1.0	1
84	Configuration and Use of Pervasive Augmented Reality Interfaces in a Smart Home Context: A Prototype. Advances in Intelligent Systems and Computing, 2020, , 96-102.	0.5	1
85	Visually exploring a Collaborative Augmented Reality Taxonomy. , 2021, , .		1
86	Does Size Matter? Exploring how Standard and Large-Scale Displays affect Off-site Experts during AR-Remote Collaboration. , 2022, , .		1
87	Exploring New Ways of Integration, Visualization and Interaction with Geotechnical and Geophysical Data. , 2010, , .		0
88	3D visualization of geophysical resistivity data to delineate contamination anomalies in a landfill. , 2012, , .		0
89	Comparing two input devices for virtual walkthroughs using a Head Mounted Display (HMD). , 2014, , .		0
90	Investigating Landfill Contamination by Visualizing Geophysical Data. IEEE Computer Graphics and Applications, 2014, 34, 16-21.	1.0	0

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91	Morphological Analysis of 3D Skull Models for Ancestry Estimation. , 2018, , .		0
92	Monitoring System for Patients with Cognitive Impairment Using Mobile Devices. , 2019, , .		0
93	A Ground Truth Vision System for Robotic Soccer. , 2016, , .		0
94	Camera Location and Aperture Characterization Using the Transformation between a 2D Plane and the Image Captured by the Camera. Lecture Notes in Computer Science, 2008, , 385-394.	1.0	0