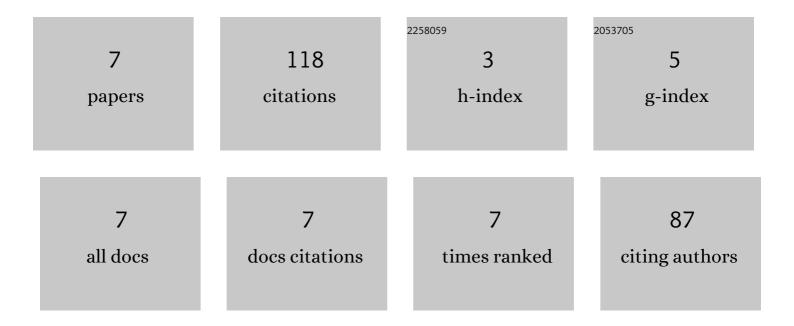
Luca Remaggi

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	Object-Based Reverberation for Spatial Audio. AES: Journal of the Audio Engineering Society, 2017, 65, 66-77.	1.0	35
2	Immersive Spatial Audio Reproduction for VR/AR Using Room Acoustic Modelling from 360Ű Images. , 2019, , .		30
3	Acoustic Reflector Localization: Novel Image Source Reversion and Direct Localization Methods. IEEE/ACM Transactions on Audio Speech and Language Processing, 2017, 25, 296-309.	5.8	29
4	3D Room Geometry Reconstruction Using Audio-Visual Sensors. , 2017, , .		14
5	Modeling the Comb Filter Effect and Interaural Coherence for Binaural Source Separation. IEEE/ACM Transactions on Audio Speech and Language Processing, 2019, 27, 2263-2277.	5.8	6
6	Acoustic Room Modelling Using 360 Stereo Cameras. IEEE Transactions on Multimedia, 2021, 23, 4117-4130.	7.2	2
7	Immersive Virtual Reality Audio Rendering Adapted to the Listener and the Room. Lecture Notes in Computer Science, 2020, , 293-318.	1.3	2