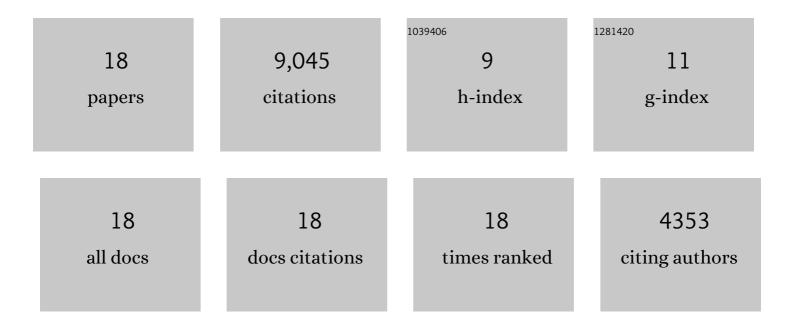
Eli Shechtman

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/5641995/publications.pdf Version: 2024-02-01



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| # | Article | IF | CITATIONS |
|----|--|------|-----------|
| 1 | Pose with style. ACM Transactions on Graphics, 2021, 40, 1-11. | 4.9 | 53 |
| 2 | State of the Art on Neural Rendering. Computer Graphics Forum, 2020, 39, 701-727. | 1.8 | 234 |
| 3 | Guest Editorial: Generative Adversarial Networks for Computer Vision. International Journal of Computer Vision, 2020, 128, 2363-2365. | 10.9 | 2 |
| 4 | Image Morphing With Perceptual Constraints and STN Alignment. Computer Graphics Forum, 2020, 39, 303-313. | 1.8 | 6 |
| 5 | Look Here! A Parametric Learning Based Approach to Redirect Visual Attention. Lecture Notes in Computer Science, 2020, , 343-361. | 1.0 | 9 |
| 6 | Text-based editing of talking-head video. ACM Transactions on Graphics, 2019, 38, 1-14. | 4.9 | 150 |
| 7 | Saliency driven image manipulation. Machine Vision and Applications, 2019, 30, 189-202. | 1.7 | 26 |
| 8 | Deep CG2Real: Synthetic-to-Real Translation via Image Disentanglement. , 2019, , . | | 23 |
| 9 | The Unreasonable Effectiveness of Deep Features as a Perceptual Metric. , 2018, , . | | 4,131 |
| 10 | Neural Face Editing with Intrinsic Image Disentangling. , 2017, , . | | 206 |
| 11 | Generative Visual Manipulation on the Natural Image Manifold. Lecture Notes in Computer Science, 2016, , 597-613. | 1.0 | 505 |
| 12 | Finding distractors in images. , 2015, , . | | 16 |
| 13 | Image melding. ACM Transactions on Graphics, 2012, 31, 1-10. | 4.9 | 401 |
| 14 | Regenerative morphing. , 2010, , . | | 39 |
| 15 | PatchMatch. ACM Transactions on Graphics, 2009, 28, 1-11. | 4.9 | 1,866 |
| 16 | PatchMatch. , 2009, , . | | 342 |
| 17 | Summarizing visual data using bidirectional similarity. , 2008, , . | | 457 |
| 18 | Space-Time Completion of Video. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2007, 29, 463-476. | 9.7 | 579 |