Yuanlu Xu

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/5791350/publications.pdf

Version: 2024-02-01

15 papers	950 citations	1684188 5 h-index	2053705 5 g-index
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15 all docs	15 docs citations	15 times ranked	679 citing authors

#	Article	IF	Citations
1	ARCH: Animatable Reconstruction of Clothed Humans. , 2020, , .		169
2	Attentive Fashion Grammar Network for Fashion Landmark Detection and Clothing Category Classification. , $2018, , .$		166
3	DenseRaC: Joint 3D Pose and Shape Estimation by Dense Render-and-Compare. , 2019, , .		112
4	Multi-view People Tracking via Hierarchical Trajectory Composition. , 2016, , .		91
5	Person Search in a Scene by Jointly Modeling People Commonness and Person Uniqueness. , 2014, , .		90
6	ARCH++: Animation-Ready Clothed Human Reconstruction Revisited. , 2021, , .		75
7	Complex Background Subtraction by Pursuing Dynamic Spatio-Temporal Models. IEEE Transactions on Image Processing, 2014, 23, 3191-3202.	9.8	62
8	Holistic 3D Scene Parsing and Reconstruction from a Single RGB Image. Lecture Notes in Computer Science, 2018, , 194-211.	1.3	60
9	Human Re-identification by Matching Compositional Template with Cluster Sampling., 2013, , .		54
10	Monocular 3D Pose Estimation via Pose Grammar and Data Augmentation. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, 44, 6327-6344.	13.9	18
11	A Causal And-Or Graph Model for Visibility Fluent Reasoning in Tracking Interacting Objects. , 2018, , .		17
12	Place-centric Visual Urban Perception with Deep Multi-instance Regression., 2017,,.		13
13	A Stochastic Attribute Grammar for Robust Cross-View Human Tracking. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 2884-2895.	8.3	11
14	UNOC: Understanding Occlusion for Embodied Presence in Virtual Reality. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 4240-4251.	4.4	10
15	Realtime object-of-interest tracking by learning Composite Patch-based Templates. , 2012, , .		2