

Florin Stelian Girbacia

List of Publications by Year in descending order

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Version: 2024-02-01

28
papers

213
citations

1478505

6
h-index

1058476

14
g-index

28
all docs

28
docs citations

28
times ranked

242
citing authors

#	ARTICLE	IF	CITATIONS
1	The Application of Augmented Reality in the Automotive Industry: A Systematic Literature Review. Applied Sciences (Switzerland), 2020, 10, 4259.	2.5	53
2	EOG-based visual navigation interface development. Expert Systems With Applications, 2012, 39, 10857-10866.	7.6	50
3	A comparative evaluation of human interaction for design and assembly of 3D CAD models in desktop and immersive environments. International Journal on Interactive Design and Manufacturing, 2012, 6, 179-193.	2.2	21
4	Exploring Cultural Heritage Using Augmented Reality Through Googleâ€™s Project Tango and ARCore. Communications in Computer and Information Science, 2019, , 93-106.	0.5	16
5	Time-Travelling with Mobile Augmented Reality: A Case Study on the Piazza dei Miracoli. Lecture Notes in Computer Science, 2016, , 902-912.	1.3	14
6	Visual Depth Perception of 3D CAD Models in Desktop and Immersive Virtual Environments. International Journal of Computers, Communications and Control, 2014, 7, 840.	1.8	8
7	Evaluation of Using Mobile Devices for 3D Reconstruction of Cultural Heritage Artifacts. Communications in Computer and Information Science, 2019, , 46-59.	0.5	7
8	A handheld Augmented Reality to revive a demolished Reformed Church from BraÅŸov. , 2017, , .		6
9	Optimal Planning of Needle Insertion for Robotic-Assisted Prostate Biopsy. Advances in Intelligent Systems and Computing, 2016, , 339-346.	0.6	5
10	Off-Line Programming of Industrial Robots Using Co-Located Environments. Advanced Materials Research, 0, 463-464, 1654-1657.	0.3	4
11	Methodology for the Identification of Needles Trajectories in Robotic Brachytherapy Procedure Using VR Technology. Applied Mechanics and Materials, 2013, 332, 503-508.	0.2	4
12	Towards Hybrid Multimodal Brain Computer Interface for Robotic Arm Command. Lecture Notes in Computer Science, 2019, , 461-470.	1.3	4
13	Effects of Playing Mobile Games While Driving. Lecture Notes in Computer Science, 2016, , 291-301.	1.3	4
14	AR-Based Off-Line Programming of the RV-M1 Robot. Applied Mechanics and Materials, 0, 162, 344-351.	0.2	3
15	Towards Using Natural User Interfaces for Robotic Arm Manipulation. Advances in Intelligent Systems and Computing, 2020, , 188-193.	0.6	3
16	Virtual Planning of Robot Trajectories for Spray Painting Applications. Applied Mechanics and Materials, 0, 658, 632-637.	0.2	2
17	Virtual Planning of Needle Trajectories Using a Haptic Interface for a Brachytherapy Parallel Robot: An Evaluation Study. Applied Mechanics and Materials, 0, 762, 155-160.	0.2	2
18	Planning of Needle Insertion for Robotic-Assisted Prostate Biopsy in Augmented Reality Using RGB-D Camera. Advances in Intelligent Systems and Computing, 2017, , 515-522.	0.6	2

#	ARTICLE	IF	CITATIONS
19	High Quality 3D Restoration of Photographed Structures Using V.R. Technologies. Applied Mechanics and Materials, 2013, 464, 391-398.	0.2	1
20	Evaluation of CAD Model Manipulation in Desktop and Multimodal Immersive Interface. Applied Mechanics and Materials, 0, 325-326, 289-293.	0.2	1
21	The Command of a Virtual Industrial Robot Using a Dedicated Haptic Interface. Advanced Materials Research, 0, 837, 543-548.	0.3	1
22	An analysis on tissue deformation during robotic biopsy needle insertion. , 2017, , .		1
23	Long Term Use Effects of a P300-Based Spelling Application. Lecture Notes in Computer Science, 2018, , 170-179.	1.3	1
24	A Virtual Reality System for Pre-Planning of Robotic-Assisted Prostate Biopsy. Applied Mechanics and Materials, 0, 772, 585-590.	0.2	0
25	Aspects Concerning the Calibration Procedure for a Dual Camera Smartphone Based ADAS. Lecture Notes in Computer Science, 2015, , 408-417.	1.3	0
26	A new approach to diagnosis and rehabilitation in spine diseases. , 2016, , .		0
27	Development of an Advanced Driver Assistance System Using RGB-D Camera. , 2017, , 746-751.		0
28	Saliency Detection in a Virtual Driving Environment for Autonomous Vehicle Behavior Improvement. Lecture Notes in Computer Science, 2021, , 511-518.	1.3	0