Diego Thomas

List of Publications by Year
in descending order

27 papers	315 citations	1163117 8 h-index	1125743 13 g-index
27 all docs	27 docs citations	27 times ranked	476 citing authors

#	Article	IF	Citations
1	Integration of Gesture Generation System Using Gesture Library with DIY Robot Design Kit. , 2022, , .		1
2	The IPIN 2019 Indoor Localisation Competitionâ€"Description and Results. IEEE Access, 2020, 8, 206674-206718.	4.2	37
3	On-the-fly Extrinsic Calibration of Non-Overlapping in-Vehicle Cameras based on Visual SLAM under 90-degree Backing-up Parking. , 2020, , .		2
4	Revisiting Depth Image Fusion with Variational Message Passing. , 2019, , .		0
5	Evaluating Indoor Positioning Systems in a Shopping Mall: The Lessons Learned From the IPIN 2018 Competition. IEEE Access, 2019, 7, 148594-148628.	4.2	60
6	3D Body and Background Reconstruction in a Large-scale Indoor Scene using Multiple Depth Cameras. , 2019, , .		0
7	Solving Monocular Visual Odometry Scale Factor with Adaptive Step Length Estimates for Pedestrians Using Handheld Devices. Sensors, 2019, 19, 953.	3.8	8
8	Indoor Positioning System Based on Chest-Mounted IMU. Sensors, 2019, 19, 420.	3.8	48
9	Blended-Keyframes for Mobile Mediated Reality Applications. , 2019, , .		0
10	Real-Time Facial Motion Capture Using RGB-D Images Under Complex Motion and Occlusions. , 2019, , .		2
11	Incremental 3D Cuboid Modeling with Drift Compensation. Sensors, 2019, 19, 178.	3.8	2
12	Sparse Cost Volume for Efficient Stereo Matching. Remote Sensing, 2018, 10, 1844.	4.0	23
13	FusionMLS: Highly dynamic 3D reconstruction with consumer-grade RGB-D cameras. Computational Visual Media, 2018, 4, 287-303.	17.5	13
14	Modeling large-scale indoor scenes with rigid fragments using RGB-D cameras. Computer Vision and Image Understanding, 2017, 157, 103-116.	4.7	8
15	Parametric Surface Representation with Bump Image for Dense 3D Modeling Using an RBG-D Camera. International Journal of Computer Vision, 2017, 123, 206-225.	15.6	2
16	Fast 3D point cloud segmentation using supervoxels with geometry and color for 3D scene understanding. , 2017, , .		29
17	Augmented Blendshapes for Real-Time Simultaneous 3D Head Modeling and Facial Motion Capture. , 2016, , .		16
18	Multi-view facial landmark detector learned by the Structured Output SVM. Image and Vision Computing, 2016, 47, 45-59.	4.5	17

#	Article	IF	Citations
19	A Two-Stage Strategy for Real-Time Dense 3D Reconstruction of Large-Scale Scenes. Lecture Notes in Computer Science, 2015, , 428-442.	1.3	1
20	Range Image Registration Using a Photometric Metric under Unknown Lighting. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2013, 35, 2252-2269.	13.9	1
21	Compact and Accurate 3-D Face Modeling Using an RGB-D Camera: Let's Open the Door to 3-D Video Conference. , 2013, , .		6
22	A Flexible Scene Representation for 3D Reconstruction Using an RGB-D Camera. , 2013, , .		17
23	Learning to discover objects in RGB-D images using correlation clustering. , 2013, , .		7
24	Robust Simultaneous 3D Registration via Rank Minimization. , 2012, , .		4
25	Illumination-free photometric metric for range image registration. , 2012, , .		1
26	Robustly registering range images using local distribution of albedo. Computer Vision and Image Understanding, 2011, 115, 649-667.	4.7	9
27	Robust range image registration using local distribution of albedo. , 2009, , .		1