Xu, Lan

List of Publications by Year
in descending order

30 papers	686 citations	1039880 9 h-index	1125617 13 g-index
30 all docs	30 docs citations	30 times ranked	284 citing authors

#	Article	IF	Citations
1	OccuSeg: Occupancy-Aware 3D Instance Segmentation. , 2020, , .		127
2	GNeRF: GAN-based Neural Radiance Field without Posed Camera. , 2021, , .		72
3	EventCap: Monocular 3D Capture of High-Speed Human Motions Using an Event Camera. , 2020, , .		44
4	UnstructuredFusion: Realtime 4D Geometry and Texture Reconstruction Using Commercial RGBD Cameras. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2020, 42, 2508-2522.	9.7	41
5	RobustFusion: Human Volumetric Capture with Data-Driven Visual Cues Using a RGBD Camera. Lecture Notes in Computer Science, 2020, , 246-264.	1.0	41
6	FlyCap: Markerless Motion Capture Using Multiple Autonomous Flying Cameras. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2284-2297.	2.9	39
7	Real-Time Global Registration for Globally Consistent RGB-D SLAM. IEEE Transactions on Robotics, 2019, 35, 498-508.	7.3	35
8	Live Semantic 3D Perception for Immersive Augmented Reality. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2012-2022.	2.9	32
9	Editable free-viewpoint video using a layered neural representation. ACM Transactions on Graphics, 2021, 40, 1-18.	4.9	27
10	NeuralHumanFVV: Real-Time Neural Volumetric Human Performance Rendering using RGB Cameras. , 2021, , .		27
11	SportsCap: Monocular 3D Human Motion Capture and Fine-Grained Understanding in Challenging Sports Videos. International Journal of Computer Vision, 2021, 129, 2846-2864.	10.9	25
12	FlyFusion: Realtime Dynamic Scene Reconstruction Using a Flying Depth Camera. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 68-82.	2.9	22
13	IREM: High-Resolution Magnetic Resonance Image Reconstruction via Implicit Neural Representation. Lecture Notes in Computer Science, 2021, , 65-74.	1.0	19
14	Neural Free-Viewpoint Performance Rendering under Complex Human-object Interactions. , 2021, , .		15
15	Neural Video Portrait Relighting in Real-time via Consistency Modeling. , 2021, , .		15
16	Multiscale-VR: Multiscale Gigapixel 3D Panoramic Videography for Virtual Reality. , 2020, , .		14
17	PIANO: A Parametric Hand Bone Model from Magnetic Resonance Imaging. , 2021, , .		12
18	iButter: Neural Interactive Bullet Time Generator for Human Free-viewpoint Rendering. , 2021, , .		12

#	Article	IF	Citations
19	ChallenCap: Monocular 3D Capture of Challenging Human Performances using Multi-Modal References. , 2021, , .		12
20	Convolutional Neural Opacity Radiance Fields. , 2021, , .		10
21	MirrorNeRF: One-shot Neural Portrait Radiance Field from Multi-mirror Catadioptric Imaging. , 2021, , .		7
22	Building Fusion: Semantic-aware Structural Building-scale 3D Reconstruction. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2020, PP, 1-1.	9.7	7
23	Beyond SIFT using binary features in Loop Closure Detection. , 2017, , .		6
24	iHuman3D. , 2018, , .		6
25	Few-shot Neural Human Performance Rendering from Sparse RGBD Videos. , 2021, , .		5
26	Editable free-viewpoint video using a layered neural representation. ACM Transactions on Graphics, 2021, 40, 1-18.	4.9	5
27	Neural3D: Light-weight Neural Portrait Scanning via Context-aware Correspondence Learning. , 2020, , .		4
28	Boosting Single Image Super-Resolution Learnt From Implicit Multi-Image Prior. IEEE Transactions on Image Processing, 2021, 30, 3240-3251.	6.0	3
29	Towards Controllable and Photorealistic Region-wise Image Manipulation. , 2021, , .		1
30	TightCap: 3D Human Shape Capture with Clothing Tightness Field. ACM Transactions on Graphics, 2022, 41, 1-17.	4.9	1