

# Xu, Lan

## List of Publications by Year in descending order

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30  
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docs citations

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times ranked

284  
citing authors

#	ARTICLE	IF	CITATIONS
1	TightCap: 3D Human Shape Capture with Clothing Tightness Field. ACM Transactions on Graphics, 2022, 41, 1-17.	4.9	1
2	FlyFusion: Realtime Dynamic Scene Reconstruction Using a Flying Depth Camera. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 68-82.	2.9	22
3	Boosting Single Image Super-Resolution Learnt From Implicit Multi-Image Prior. IEEE Transactions on Image Processing, 2021, 30, 3240-3251.	6.0	3
4	Convolutional Neural Opacity Radiance Fields. , 2021, , .		10
5	MirrorNeRF: One-shot Neural Portrait Radiance Field from Multi-mirror Catadioptric Imaging. , 2021, , .		7
6	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
7	Few-shot Neural Human Performance Rendering from Sparse RGBD Videos. , 2021, , .		5
8	PIANO: A Parametric Hand Bone Model from Magnetic Resonance Imaging. , 2021, , .		12
9	Editable free-viewpoint video using a layered neural representation. ACM Transactions on Graphics, 2021, 40, 1-18.	4.9	27
10	Editable free-viewpoint video using a layered neural representation. ACM Transactions on Graphics, 2021, 40, 1-18.	4.9	5
11	IREM: High-Resolution Magnetic Resonance Image Reconstruction via Implicit Neural Representation. Lecture Notes in Computer Science, 2021, , 65-74.	1.0	19
12	Neural Free-Viewpoint Performance Rendering under Complex Human-object Interactions. , 2021, , .		15
13	iButter: Neural Interactive Bullet Time Generator for Human Free-viewpoint Rendering. , 2021, , .		12
14	Towards Controllable and Photorealistic Region-wise Image Manipulation. , 2021, , .		1
15	NeuralHumanFVV: Real-Time Neural Volumetric Human Performance Rendering using RGB Cameras. , 2021, , .		27
16	ChallenCap: Monocular 3D Capture of Challenging Human Performances using Multi-Modal References. , 2021, , .		12
17	GNeRF: GAN-based Neural Radiance Field without Posed Camera. , 2021, , .		72
18	Neural Video Portrait Relighting in Real-time via Consistency Modeling. , 2021, , .		15

#	ARTICLE	IF	CITATIONS
19	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
20	OccuSeg: Occupancy-Aware 3D Instance Segmentation. , 2020, , .		127
21	EventCap: Monocular 3D Capture of High-Speed Human Motions Using an Event Camera. , 2020, , .		44
22	Multiscale-VR: Multiscale Gigapixel 3D Panoramic Videography for Virtual Reality. , 2020, , .		14
23	Live Semantic 3D Perception for Immersive Augmented Reality. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2012-2022.	2.9	32
24	RobustFusion: Human Volumetric Capture with Data-Driven Visual Cues Using a RGBD Camera. Lecture Notes in Computer Science, 2020, , 246-264.	1.0	41
25	Building Fusion: Semantic-aware Structural Building-scale 3D Reconstruction. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2020, PP, 1-1.	9.7	7
26	Neural3D: Light-weight Neural Portrait Scanning via Context-aware Correspondence Learning. , 2020, , .		4
27	Real-Time Global Registration for Globally Consistent RGB-D SLAM. IEEE Transactions on Robotics, 2019, 35, 498-508.	7.3	35
28	FlyCap: Markerless Motion Capture Using Multiple Autonomous Flying Cameras. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2284-2297.	2.9	39
29	iHuman3D. , 2018, , .		6
30	Beyond SIFT using binary features in Loop Closure Detection. , 2017, , .		6