

Andrea Bottino

List of Publications by Year in descending order

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Version: 2024-02-01

52
papers

758
citations

567281

15
h-index

580821

25
g-index

55
all docs

55
docs citations

55
times ranked

778
citing authors

#	ARTICLE	IF	CITATIONS
1	Detecting siblings in image pairs. Visual Computer, 2014, 30, 1333-1345.	3.5	70
2	Computer analysis of face beauty: A survey. Computer Vision and Image Understanding, 2014, 125, 184-199.	4.7	67
3	Subclass Discriminant Analysis of morphological and textural features for HEp-2 staining pattern classification. Pattern Recognition, 2014, 47, 2389-2399.	8.1	66
4	A Silhouette Based Technique for the Reconstruction of Human Movement. Computer Vision and Image Understanding, 2001, 83, 79-95.	4.7	46
5	Augmented Reality Learning Environment for Basic Life Support and Defibrillation Training: Usability Study. Journal of Medical Internet Research, 2020, 22, e14910.	4.3	46
6	An automated approach to the segmentation of HEp-2 cells for the indirect immunofluorescence ANA test. Computerized Medical Imaging and Graphics, 2015, 40, 62-69.	5.8	42
7	Feature Fusion for Fingerprint Liveness Detection: a Comparative Study. IEEE Access, 2017, 5, 23695-23709.	4.2	29
8	MusA: Using Indoor Positioning and Navigation to Enhance Cultural Experiences in a Museum. Sensors, 2013, 13, 17445-17471.	3.8	26
9	Introducing a new problem: Shape-from-silhouette when the relative positions of the viewpoints is unknown. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2003, 25, 1484-1493.	13.9	25
10	A New 3-D Tool for Planning Plastic Surgery. IEEE Transactions on Biomedical Engineering, 2012, 59, 3439-3449.	4.2	25
11	Kinship verification in the wild: The first kinship verification competition. , 2014, , .		25
12	A nearly optimal algorithm for covering the interior of an Art Gallery. Pattern Recognition, 2011, 44, 1048-1056.	8.1	23
13	The Analysis of Facial Beauty: An Emerging Area of Research in Pattern Analysis. Lecture Notes in Computer Science, 2010, , 425-435.	1.3	21
14	Approaching Sustainability Learning Via Digital Serious Games. IEEE Transactions on Learning Technologies, 2019, 12, 303-320.	3.2	20
15	What's NEXT? An interactive next best view approach. Pattern Recognition, 2006, 39, 126-132.	8.1	17
16	A nearly optimal sensor placement algorithm for boundary coverage. Pattern Recognition, 2008, 41, 3343-3355.	8.1	17
17	The FG 2015 Kinship Verification in the Wild Evaluation. , 2015, , .		15
18	The Exploitation of Data from Remote and Human Sensors for Environment Monitoring in the SMAT Project. Sensors, 2012, 12, 17504-17535.	3.8	14

#	ARTICLE	IF	CITATIONS
19	ANALyte: A modular image analysis tool for ANA testing with indirect immunofluorescence. Computer Methods and Programs in Biomedicine, 2016, 128, 86-99.	4.7	14
20	The visual hull of smooth curved objects. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2004, 26, 1622-1632.	13.9	13
21	CNN Patch-Based Voting for Fingerprint Liveness Detection. , 2017, , .		13
22	Geometric and Textural Cues for Automatic Kinship Verification. International Journal of Pattern Recognition and Artificial Intelligence, 2015, 29, 1556001.	1.2	11
23	The Intrinsic Dimensionality of Attractiveness: A Study in Face Profiles. Lecture Notes in Computer Science, 2012, , 59-66.	1.3	10
24	Assessing the Usability of Different Virtual Reality Systems for Firefighter Training. , 2020, , .		10
25	Street Viewer: An Autonomous Vision Based Traffic Tracking System. Sensors, 2016, 16, 813.	3.8	9
26	Automatic Verification of Parent-Child Pairs from Face Images. Lecture Notes in Computer Science, 2013, , 326-333.	1.3	9
27	DA4Event: Towards Bridging the Sim-to-Real Gap for Event Cameras Using Domain Adaptation. IEEE Robotics and Automation Letters, 2021, 6, 6616-6623.	5.1	8
28	GAINE â€“ A portable framework for the development of edutainment applications based on multitouch and tangible interaction. Entertainment Computing, 2016, 16, 53-65.	2.9	6
29	Holo-BLSD â€“ A Holographic Tool for Self-training and Self-Evaluation of Emergency Response Skills. IEEE Transactions on Emerging Topics in Computing, 2021, 9, 1581-1595.	4.6	6
30	Experimenting with nonintrusive motion capture in a virtual environment. Visual Computer, 2001, 17, 14-29.	3.5	5
31	Experimental Results Show Near-Optimality Of A Sensor Location Algorithm. , 2006, , .		5
32	Evaluating the Suitability of Several AR Devices and Tools for Industrial Applications. Lecture Notes in Computer Science, 2020, , 248-267.	1.3	5
33	Tackling Age-Invariant Face Recognition With Non-Linear PLDA and Pairwise SVM. IEEE Access, 2021, 9, 40649-40664.	4.2	4
34	Optimal Positioning of Sensors in 3D. Lecture Notes in Computer Science, 2005, , 804-812.	1.3	4
35	The Design of an Augmented Reality Collaborative Game for Sustainable Development. Lecture Notes in Computer Science, 2016, , 15-23.	1.3	4
36	A tight lower bound for art gallery sensor location algorithms. , 2007, , .		3

#	ARTICLE	IF	CITATIONS
37	The visual hull of piecewise smooth objects. <i>Computer Vision and Image Understanding</i> , 2008, 110, 7-18.	4.7	3
38	A new lower bound for evaluating the performances of sensor location algorithms. <i>Pattern Recognition Letters</i> , 2009, 30, 1175-1180.	4.2	3
39	Optimal Positioning of Sensors in 2D. <i>Lecture Notes in Computer Science</i> , 2004, , 53-58.	1.3	3
40	RE-LIVING LAS VEGAS: A multi-user, mixed-reality edutainment environment based on the enhancement of original archival materials. <i>Virtual Environments, Human-Computer Interfaces and Measurements Systems</i> , 2009 VECIMS '09 IEEE International Conference on, 2009, , .	0.0	2
41	A new 3-dimensional method for the construction of an average dental arch. <i>Journal of the World Federation of Orthodontists</i> , 2014, 3, e15-e18.	2.3	2
42	Special Issue on Advances in Deep Learning. <i>Applied Sciences (Switzerland)</i> , 2020, 10, 3172.	2.5	2
43	A Computer-Aided Technique for Planning Plastic Surgery Based on 3D Face Scans: Preliminary Results. , 2010, , .		2
44	Designing Collaborative Games for Children Education on Sustainable Development. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2017, , 3-12.	0.3	2
45	Towards an Iterative Algorithm for the Optimal Boundary Coverage of a 3D Environment. <i>Lecture Notes in Computer Science</i> , 2009, , 707-715.	1.3	1
46	A Preliminary Analysis on HEp-2 Pattern Classification: Evaluating Strategies Based on Support Vector Machines and Subclass Discriminant Analysis. <i>Communications in Computer and Information Science</i> , 2014, , 176-190.	0.5	1
47	GAINE - tanGible Augmented Interaction for Edutainment. , 2015, , .		1
48	Investigating the Design and Evaluation of Educational Games Under the Perspective of Player Experience. <i>Lecture Notes in Computer Science</i> , 2017, , 218-227.	1.3	1
49	Retrieval of Shape from Silhouette. <i>Advances in Imaging and Electron Physics</i> , 2006, 139, 1-73.	0.2	0
50	Assessing Transfer Learning on Convolutional Neural Networks for Patch-Based Fingerprint Liveness Detection. <i>Studies in Computational Intelligence</i> , 2019, , 263-279.	0.9	0
51	Training Medical Communication Skills with Virtual Patients: Literature Review and Directions for Future Research. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2021, , 207-226.	0.3	0
52	Beyond the Picture. <i>Lecture Notes in Electrical Engineering</i> , 2012, , 751-756.	0.4	0