Cettina Santagati

List of Publications by Year
in descending order

		1307594	1372567
26 papers	**151** citations	**7** h-index	**10** g-index
26 all docs	**26** docs citations	**26** times ranked	**132** citing authors

#	Article	IF	Citations
1	From structure from motion to historical building information modeling: populating a semantic-aware library of architectural elements. Journal of Electronic Imaging, 2016, 26, 011007.	0.9	39
2	Anamorphic Projection: Analogical/Digital Algorithms. Nexus Network Journal, 2015, 17, 253-285.	0.7	17
3	The potential of integrated GPR survey and aerial photographic analysis of historic urban areas: A case study and digital reconstruction of a Late Roman villa in Durrës (Albania). Journal of Archaeological Science: Reports, 2015, 4, 276-284.	0.5	14
4	Cultural Heritage Documentation, Analysis and Management Using Building Information Modelling: State of the Art and Perspectives. Intelligent Systems, Control and Automation: Science and Engineering, 2018, , 181-202.	0.5	11
5	A multi-technique characterization study of building materials from the Exedra of S. Nicolò l'Arena in Catania (Italy). Journal of Building Engineering, 2019, 23, 377-387.	3.4	10
6	The Catacombs of San Giovanni in Syracuse: Surveying, Digital Enhancement and Revitalization of an Archaeological Landmark. Lecture Notes in Computer Science, 2012, , 396-403.	1.3	10
7	Crowdsourcing Cultural Heritage: From 3D Modeling to the Engagement of Young Generations. Lecture Notes in Computer Science, 2016, , 869-879.	1.3	9
8	An AI-based DSS for preventive conservation of museum collections in historic buildings. Journal of Archaeological Science: Reports, 2021, 35, 102735.	0.5	7
9	Hand Held 3D Scanning for Cultural Heritage. Advances in Religious and Cultural Studies, 2017, , 475-499.	0.2	6
10	Retraced memories - virtual reconstruction of an architectural landmark. Virtual Archaeology Review, 2021, 12, 124.	1.9	4
11	Metodologie digitali per il rilievo e la valorizzazione del patrimonio culturale ipogeo. Virtual Archaeology Review, 2014, 5, 82.	1.9	4
12	Visualizing the invisible: Digital restitution from an integrated archaeological, remote sensing, and geophysical research of a late Roman villa in Durres (Albania). , 2013, , .		3
13	Digital Reconstruction of Archaeological Sites and Monuments: Some Experiences in South-Eastern Sicily. Springer Series on Cultural Computing, 2013, , 205-232.	0.6	3
14	Low cost image-based modeling techniques for archaeological heritage digitalization: more than just a good tool for 3d visualization?. Virtual Archaeology Review, 2013, 4, 123.	1.9	3
15	Multidisciplinary investigations on the byzantine oratory of the Catacombs of Saint Lucia in Syracuse. , 2015, , .		2
16	From SfM to Semantic-Aware BIM Objects of Architectural Elements. Lecture Notes in Computer Science, 2016, , 600-612.	1.3	2
17	Knowledge-based generative adversarial networks for scene understanding in Cultural Heritage. Journal of Archaeological Science: Reports, 2021, 35, 102736.	0.5	2
18	Harnessing the Power of Artificial Intelligence for Modelling and Understanding Cultural Heritage Data. Advances in Civil and Industrial Engineering Book Series, 2020, , 357-376.	0.2	2

#	Article	IF	Citations
19	Understanding and Conserving Fortified and Difficult to Access Architectures through Digital Survey. Advances in Geospatial Technologies Book Series, 2015, , 654-685.	0.2	2
20	Reshaping the Identity of University Museums: The Museo della Rappresentazione in Catania as Digital Innovation Hub for the Engagement of New Generations and the Development of the Territory. Advances in Intelligent Systems and Computing, 2019, , 737-746.	0.6	1
21	Assessment of workflows for creating 3D semantic libraries: a study on medieval bell towers in the central region of Sicily. , 2018, , .		0
22	Topografía digital y nuevas perspectivas en el oratorio bizantino de la catacumba de Santa Lucía de Siracusa. Virtual Archaeology Review, 2014, 5, 42.	1.9	0
23	Heritage and Places: Rediscovering and Enhancing Cultural Identities Lost Under 1669 Mount Etna Lava Flow. Lecture Notes in Civil Engineering, 2018, , 392-401.	0.4	0
24	A Project for Museo Civico Castello Ursino in Catania: Breaking Through Museum Walls and Unlocking Collections to Everyone. Lecture Notes in Computer Science, 2018, , 84-92.	1.3	0
25	Augmented Reality for the Valorization and Communication of Ruined Architecture. Lecture Notes in Computer Science, 2019, , 170-178.	1.3	0
26	VR and the Perception of the Space: A Sensorial Labyrinth Inspired by Giambattista Piranesi's Carceri D'Invenzione. Springer Tracts in Civil Engineering, 2021, , 65-87.	0.5	0