

# Enrico Gobbetti

## List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

125 papers	1,718 citations	21 h-index	35 g-index
135 ext. papers	2,097 ext. citations	2 avg, IF	4.68 L-index

#	Paper	IF	Citations
125	Automatic room detection and reconstruction in cluttered indoor environments with complex room layouts. <i>Computers and Graphics</i> , <b>2014</b> , 44, 20-32	1.8	99
124	BDAM [Batched Dynamic Adaptive Meshes for High Performance Terrain Visualization. <i>Computer Graphics Forum</i> , <b>2003</b> , 22, 505-514	2.4	94
123	A single-pass GPU ray casting framework for interactive out-of-core rendering of massive volumetric datasets. <i>Visual Computer</i> , <b>2008</b> , 24, 797-806	2.3	91
122	Survey of semi-regular multiresolution models for interactive terrain rendering. <i>Visual Computer</i> , <b>2007</b> , 23, 583-605	2.3	86
121	Adaptive tetrapuzzles. <i>ACM Transactions on Graphics</i> , <b>2004</b> , 23, 796-803	7.6	79
120	Far voxels. <i>ACM Transactions on Graphics</i> , <b>2005</b> , 24, 878-885	7.6	57
119	Layered point clouds: a simple and efficient multiresolution structure for distributing and rendering gigantic point-sampled models. <i>Computers and Graphics</i> , <b>2004</b> , 28, 815-826	1.8	55
118	State-of-the-Art in Compressed GPU-Based Direct Volume Rendering. <i>Computer Graphics Forum</i> , <b>2014</b> , 33, 77-100	2.4	49
117	An efficient multi-resolution framework for high quality interactive rendering of massive point clouds using multi-way kd-trees. <i>Visual Computer</i> , <b>2013</b> , 29, 69-83	2.3	45
116	C-BDAM [Compressed Batched Dynamic Adaptive Meshes for Terrain Rendering. <i>Computer Graphics Forum</i> , <b>2006</b> , 25, 333-342	2.4	43
115	Real-Time Haptic and Visual Simulation of Bone Dissection. <i>Presence: Teleoperators and Virtual Environments</i> , <b>2003</b> , 12, 110-122	2.9	36
114			34
113	A multiprocessor decoupled system for the simulation of temporal bone surgery. <i>Computing and Visualization in Science</i> , <b>2002</b> , 5, 35-43	1	32
112	Interactive multiscale tensor reconstruction for multiresolution volume visualization. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2011</b> , 17, 2135-43	4	30
111	A Survey of Geometric Analysis in Cultural Heritage. <i>Computer Graphics Forum</i> , <b>2016</b> , 35, 4-31	2.4	28
110	COVRA: A compression-domain output-sensitive volume rendering architecture based on a sparse representation of voxel blocks. <i>Computer Graphics Forum</i> , <b>2012</b> , 31, 1315-1324	2.4	26
109	State-of-the-art in Automatic 3D Reconstruction of Structured Indoor Environments. <i>Computer Graphics Forum</i> , <b>2020</b> , 39, 667-699	2.4	24

108	Massive-model rendering techniques. <i>IEEE Computer Graphics and Applications</i> , <b>2007</b> , 27, 20-34	1.7	23
107	Developing a virtual reality environment in petrous bone surgery: a state-of-the-art review. <i>Otology and Neurotology</i> , <b>2002</b> , 23, 111-21	2.6	23
106	ExploreMaps: Efficient construction and ubiquitous exploration of panoramic view graphs of complex 3D environments. <i>Computer Graphics Forum</i> , <b>2014</b> , 33, 459-468	2.4	22
105	Interactive Construction and Animation of Layered Elastically Deformable Characters. <i>Computer Graphics Forum</i> , <b>1998</b> , 17, 135-152	2.4	21
104	A Large Scale Interactive Holographic Display		21
103	IsoCam. <i>Journal on Computing and Cultural Heritage</i> , <b>2014</b> , 7, 1-24	1.8	20
102	View-dependent exploration of massive volumetric models on large-scale light field displays. <i>Visual Computer</i> , <b>2010</b> , 26, 1037-1047	2.3	19
101	Effective mobile mapping of multi-room indoor structures. <i>Visual Computer</i> , <b>2014</b> , 30, 707-716	2.3	18
100	Ray-Casted BlockMaps for Large Urban Models Visualization. <i>Computer Graphics Forum</i> , <b>2007</b> , 26, 405-413	2.4	18
99	Real-time haptic and visual simulation of bone dissection		17
98	Adaptive quad patches <b>2012</b> ,		16
97	ViVa: the virtual vascular project. <i>IEEE Transactions on Information Technology in Biomedicine</i> , <b>1998</b> , 2, 268-74		16
96	Interactive virtual angiography		15
95	GPU Accelerated Direct Volume Rendering on an Interactive Light Field Display. <i>Computer Graphics Forum</i> , <b>2008</b> , 27, 231-240	2.4	15
94	Real-Time Massive Model Rendering. <i>Synthesis Lectures on Computer Graphics and Animation</i> , <b>2008</b> , 2, 1-122		15
93	Technical strategies for massive model visualization <b>2008</b> ,		15
92	A GPU framework for parallel segmentation of volumetric images using discrete deformable models. <i>Visual Computer</i> , <b>2011</b> , 27, 85-95	2.3	14
91	Omnidirectional image capture on mobile devices for fast automatic generation of 2.5D indoor maps <b>2016</b> ,		13

90	Natural exploration of 3D massive models on large-scale light field displays using the FOX proximal navigation technique. <i>Computers and Graphics</i> , <b>2012</b> , 36, 893-903	1.8	13
89	Shape enhancement for rapid prototyping. <i>Visual Computer</i> , <b>2010</b> , 26, 831-840	2.3	13
88	Adaptive techniques for real-time haptic and visual simulation of bone dissection		13
87	Far voxels <b>2005</b> ,		13
86	Compression-domain seamless multiresolution visualization of gigantic triangle meshes on mobile devices <b>2013</b> ,		12
85	High Quality Interactive Rendering of Massive Point Models Using Multi-way kd-Trees <b>2010</b> ,		12
84	Adaptive tetrapuzzles <b>2004</b> ,		12
83	Time-critical multiresolution rendering of large complex models. <i>CAD Computer Aided Design</i> , <b>2000</b> , 32, 785-803	2.9	12
82	Time-critical multiresolution scene rendering		12
81	An interactive 3D medical visualization system based on a light field display. <i>Visual Computer</i> , <b>2009</b> , 25, 883-893	2.3	11
80	High-quality networked terrain rendering from compressed bitstreams <b>2007</b> ,		11
79	An integrated environment to visually construct 3D animations <b>1995</b> ,		11
78	CHC+RT: Coherent Hierarchical Culling for Ray Tracing. <i>Computer Graphics Forum</i> , <b>2015</b> , 34, 537-548	2.4	10
77	Physically-Based Interactive Camera Motion Control Using 3D Input Devices <b>1991</b> , 135-145		10
76	3D floor plan recovery from overlapping spherical images. <i>Computational Visual Media</i> , <b>2018</b> , 4, 367-383	3.9	10
75	Recovering 3D existing-conditions of indoor structures from spherical images. <i>Computers and Graphics</i> , <b>2018</b> , 77, 16-29	1.8	10
74	An experimental study on the effects of shading in 3D perception of volumetric models. <i>Visual Computer</i> , <b>2017</b> , 33, 47-61	2.3	9
73	Monte Scan. <i>Journal on Computing and Cultural Heritage</i> , <b>2015</b> , 8, 1-23	1.8	9

72	A novel framework for highlight reflectance transformation imaging. <i>Computer Vision and Image Understanding</i> , <b>2018</b> , 168, 118-131	4.3	9
71	Fast low-memory seamless photo blending on massive point clouds using a streaming framework. <i>Journal on Computing and Cultural Heritage</i> , <b>2011</b> , 4, 1-15	1.8	9
70	SSVDAGs <b>2016</b> ,		9
69	Real-time adaptive content retargeting for live multi-view capture and light field display. <i>Visual Computer</i> , <b>2015</b> , 31, 1023-1032	2.3	8
68	State-of-the-art in Multi-Light Image Collections for Surface Visualization and Analysis. <i>Computer Graphics Forum</i> , <b>2019</b> , 38, 909-934	2.4	8
67	Robust Reconstruction of Interior Building Structures with Multiple Rooms under Clutter and Occlusions <b>2013</b> ,		8
66	Improving the digitization of shape and color of 3D artworks in a cluttered environment <b>2013</b> ,		8
65	An interactive multi-user holographic environment <b>2006</b> ,		8
64	Physics-based burr haptic simulation: tuning and evaluation <b>2004</b> ,		8
63	TOM: TOTALLY ORDERED MESH A MULTIREOLUTION STRUCTURE FOR TIME CRITICAL GRAPHICS APPLICATIONS. <i>International Journal of Image and Graphics</i> , <b>2001</b> , 01, 115-134	0.5	8
62	VB2 <b>1993</b> ,		8
61	Sketching 3D Animations. <i>Computer Graphics Forum</i> , <b>1995</b> , 14, 241-258	2.4	8
60	SliceNet: deep dense depth estimation from a single indoor panorama using a slice-based representation <b>2021</b> ,		8
59	A real-time coarse-to-fine multiview capture system for all-in-focus rendering on a light-field display <b>2011</b> ,		7
58	Automatic modeling of cluttered multi-room floor plans from panoramic images. <i>Computer Graphics Forum</i> , <b>2019</b> , 38, 347-358	2.4	7
57	A Fast and Robust Framework for Semiautomatic and Automatic Registration of Photographs to 3D Geometry. <i>Journal on Computing and Cultural Heritage</i> , <b>2015</b> , 7, 1-23	1.8	6
56	Scalable rendering of massive triangle meshes on light field displays. <i>Computers and Graphics</i> , <b>2008</b> , 32, 55-64	1.8	6
55	Massive model visualization techniques <b>2008</b> ,		6

54	A Volumetric Virtual Environment for Catheter Insertion Simulation. <i>Eurographics</i> , <b>2000</b> , 125-134		6
53	An Object-Oriented Methodology Using Dynamic Variables for Animation and Scientific Visualization <b>1990</b> , 317-328		6
52	Interactive Volumetric Visual Analysis of Glycogen-derived Energy Absorption in Nanometric Brain Structures. <i>Computer Graphics Forum</i> , <b>2019</b> , 38, 427-439	2.4	5
51	Adaptive Recommendations for Enhanced Non-linear Exploration of Annotated 3D Objects. <i>Computer Graphics Forum</i> , <b>2015</b> , 34, 41-50	2.4	5
50	HuMoRS <b>2014</b> ,		5
49	i3D <b>1995</b> ,		5
48	Mobile Mapping and Visualization of Indoor Structures to Simplify Scene Understanding and Location Awareness. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 130-145	0.9	5
47	Three-dimensional Reconstruction and Visualization of the Cerebral Cortex in Primates. <i>Eurographics</i> , <b>2001</b> , 147-156		5
46	Techniques for Seamless Color Registration and Mapping on Dense 3D Models. <i>Geotechnologies and the Environment</i> , <b>2017</b> , 355-376	0.2	4
45	Automatic Single Page-Based Algorithms for Medieval Manuscript Analysis. <i>Journal on Computing and Cultural Heritage</i> , <b>2017</b> , 10, 1-22	1.8	4
44	Digital Mont'è Prama. <i>Journal on Computing and Cultural Heritage</i> , <b>2016</b> , 9, 1-23	1.8	4
43	Mobile reconstruction and exploration of indoor structures exploiting omnidirectional images <b>2016</b> ,		4
42	Digital Mont'è Prama: 3D Cultural Heritage presentations in museums and anywhere <b>2015</b> ,		4
41	Interactive Mapping of Indoor Building Structures through Mobile Devices <b>2014</b> ,		4
40	3DNSITE <b>2012</b> ,		4
39	Hierarchical Higher Order Face Cluster Radiosity for Global Illumination Walkthroughs of Complex Non-Diffuse Environments. <i>Computer Graphics Forum</i> , <b>2003</b> , 22, 563-572	2.4	4
38	AtlantaNet: Inferring the 3D Indoor Layout from a Single (360°) Image Beyond the Manhattan World Assumption. <i>Lecture Notes in Computer Science</i> , <b>2020</b> , 432-448	0.9	4
37	Head-Trackd Stereo Viewing with Two-Handed 3 D Interaction for Animated Character Construction. <i>Computer Graphics Forum</i> , <b>1996</b> , 15, 197-206	2.4	3

36	Data-Driven Analysis of Virtual 3D Exploration of a Large Sculpture Collection in Real-World Museum Exhibitions. <i>Journal on Computing and Cultural Heritage</i> , <b>2018</b> , 11, 1-20	1.8	3
35	An integrative view of foveated rendering. <i>Computers and Graphics</i> , <b>2021</b> ,	1.8	3
34	Interactive Out-of-Core Visualisation of Very Large Landscapes on Commodity Graphics Platform. <i>Lecture Notes in Computer Science</i> , <b>2003</b> , 21-29	0.9	3
33	Sketching 3D Animations. <i>Computer Graphics Forum</i> , <b>1995</b> , 14, 241-258	2.4	3
32	Interactive spatio-temporal exploration of massive time-Varying rectilinear scalar volumes based on a variable bit-rate sparse representation over learned dictionaries. <i>Computers and Graphics</i> , <b>2020</b> , 88, 45-56	1.8	3
31	InShaDe: Invariant Shape Descriptors for visual 2D and 3D cellular and nuclear shape analysis and classification. <i>Computers and Graphics</i> , <b>2021</b> , 98, 105-125	1.8	3
30	Catheter insertion simulation with co-registered direct volume rendering and haptic feedback. <i>Studies in Health Technology and Informatics</i> , <b>2000</b> , 70, 96-8	0.5	3
29	Deep3DLayout. <i>ACM Transactions on Graphics</i> , <b>2021</b> , 40, 1-12	7.6	3
28	Light calibration and quality assessment methods for Reflectance Transformation Imaging applied to artworks' analysis <b>2015</b> ,		2
27	A framework for GPU-accelerated exploration of massive time-varying rectilinear scalar volumes. <i>Computer Graphics Forum</i> , <b>2019</b> , 38, 53-66	2.4	2
26	Coarse-grained multiresolution structures for mobile exploration of gigantic surface models <b>2013</b> ,		2
25	Exploring annotated 3D environments on the World Wide Web. <i>Lecture Notes in Computer Science</i> , <b>1997</b> , 31-46	0.9	2
24	Metis [An Object-Oriented Toolkit for Constructing Virtual Reality Applications. <i>Computer Graphics Forum</i> , <b>1999</b> , 18, 121-130	2.4	2
23	Virtual Sardinia: A large-scale hypermedia regional information system. <i>Computer Networks</i> , <b>1996</b> , 28, 1539-1546		2
22	Batched Multi Triangulation		2
21	Automatic 3D reconstruction of structured indoor environments <b>2020</b> ,		2
20	Guided Robust Matte-Model Fitting for Accelerating Multi-light Reflectance Processing Techniques <b>2017</b> ,		2
19	Context Preserving Focal Probes for Exploration of Volumetric Medical Datasets. <i>Lecture Notes in Computer Science</i> , <b>2009</b> , 187-198	0.9	2

18	Supporting Interactive Animation Using Multi-way Constraints. <i>Eurographics</i> , <b>1995</b> , 37-48		2
17	WISH: efficient 3D biological shape classification through Willmore flow and Spherical Harmonics decomposition <b>2020</b> ,		2
16	Web-based Exploration of Annotated Multi-Layered Relightable Image Models. <i>Journal on Computing and Cultural Heritage</i> , <b>2021</b> , 14, 1-29	1.8	2
15	Artworks in the spotlight: characterization with a multispectral LED dome. <i>IOP Conference Series: Materials Science and Engineering</i> , <b>2018</b> , 364, 012025	0.4	2
14	Audio-visual annotation graphs for guiding lens-based scene exploration. <i>Computers and Graphics</i> , <b>2022</b> ,	1.8	2
13	Shape analysis of 3D nanoscale reconstructions of brain cell nuclear envelopes by implicit and explicit parametric representations <b>2019</b> , 1, 100004		1
12	Automated color clustering for medieval manuscript analysis <b>2015</b> ,		1
11	An automatic word-spotting framework for medieval manuscripts <b>2015</b> ,		1
10	FOX <b>2011</b> ,		1
9	Tracking the Movement of Surgical Tools in a Virtual Temporal Bone Dissection Simulator. <i>Lecture Notes in Computer Science</i> , <b>2003</b> , 100-107	0.9	1
8	Head and Hand Tracking Devices in Virtual Reality. <i>Medical Radiology</i> , <b>2002</b> , 287-292	0.2	1
7	Automatic Surface Segmentation for Seamless Fabrication Using 4-axis Milling Machines. <i>Computer Graphics Forum</i> , <b>2021</b> , 40, 191-203	2.4	1
6	A novel approach for exploring annotated data with interactive lenses. <i>Computer Graphics Forum</i> , <b>2021</b> , 40, 387-398	2.4	1
5	3D user interfaces for general-purpose 3D animation. <i>Computer</i> , <b>1996</b> , 29, 71-78	1.6	0
4	A practical and efficient model for intensity calibration of multi-light image collections. <i>Visual Computer</i> , <b>2021</b> , 37, 2755-2767	2.3	0
3	A DICOM-Inspired Metadata Architecture for Managing Multimodal Acquisitions in Cultural Heritage. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 37-49	0.9	
2	3D Functional Models of Monkey Brain Through Elastic Registration of Histological Sections. <i>Lecture Notes in Computer Science</i> , <b>2005</b> , 1182-1189	0.9	
1	An Interactive 3D Graphics Class Library in EIFFEL <b>1995</b> , 271-289		



