Enrico Gobbetti

List of Publications by Year in Descending Order

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	Audio-visual annotation graphs for guiding lens-based scene exploration. *Computers and Graphics*, **2022**,	1.8	2
124	SliceNet: deep dense depth estimation from a single indoor panorama using a slice-based representation **2021**,		8
123	An integrative view of foveated rendering. *Computers and Graphics*, **2021**,	1.8	3
122	Automatic Surface Segmentation for Seamless Fabrication Using 4-axis Milling Machines. *Computer Graphics Forum*, **2021**, 40, 191-203	2.4	1
121	A novel approach for exploring annotated data with interactive lenses. *Computer Graphics Forum*, **2021**, 40, 387-398	2.4	1
120	Web-based Exploration of Annotated Multi-Layered Relightable Image Models. *Journal on Computing and Cultural Heritage*, **2021**, 14, 1-29	1.8	2
119	A practical and efficient model for intensity calibration of multi-light image collections. *Visual Computer*, **2021**, 37, 2755-2767	2.3	0
118	InShaDe: Invariant Shape Descriptors for visual 2D and 3D cellular and nuclear shape analysis and classification. *Computers and Graphics*, **2021**, 98, 105-125	1.8	3
117	Deep3DLayout. *ACM Transactions on Graphics*, **2021**, 40, 1-12	7.6	3
116	Automatic 3D reconstruction of structured indoor environments **2020**,		2
115	AtlantaNet: Inferring the 3D Indoor Layout from a Single (360^circ) Image Beyond the Manhattan World Assumption. *Lecture Notes in Computer Science*, **2020**, 432-448	0.9	4
114	State-of-the-art in Automatic 3D Reconstruction of Structured Indoor Environments. *Computer Graphics Forum*, **2020**, 39, 667-699	2.4	24
113	WISH: efficient 3D biological shape classification through Willmore flow and Spherical Harmonics decomposition **2020**,		2
112	Interactive spatio-temporal exploration of massive time-Varying rectilinear scalar volumes based on a variable bit-rate sparse representation over learned dictionaries. *Computers and Graphics*, **2020** , 88, 45-56	1.8	3
111	A framework for GPU-accelerated exploration of massive time-varying rectilinear scalar volumes. *Computer Graphics Forum*, **2019**, 38, 53-66	2.4	2
110	Interactive Volumetric Visual Analysis of Glycogen-derived Energy Absorption in Nanometric Brain Structures. *Computer Graphics Forum*, **2019**, 38, 427-439	2.4	5
109	Shape analysis of 3D nanoscale reconstructions of brain cell nuclear envelopes by implicit and explicit parametric representations **2019**, 1, 100004		1

108	State-of-the-art in Multi-Light Image Collections for Surface Visualization and Analysis. *Computer Graphics Forum*, **2019**, 38, 909-934	2.4	8
107	Automatic modeling of cluttered multi-room floor plans from panoramic images. *Computer Graphics Forum*, **2019**, 38, 347-358	2.4	7
106	A novel framework for highlight reflectance transformation imaging. *Computer Vision and Image Understanding*, **2018**, 168, 118-131	4.3	9
105	A DICOM-Inspired Metadata Architecture for Managing Multimodal Acquisitions in Cultural Heritage. *Lecture Notes in Computer Science*, **2018**, 37-49	0.9	
104	Data-Driven Analysis of Virtual 3D Exploration of a Large Sculpture Collection in Real-World Museum Exhibitions. *Journal on Computing and Cultural Heritage*, **2018**, 11, 1-20	1.8	3
103	Artworks in the spotlight: characterization with a multispectral LED dome. *IOP Conference Series: Materials Science and Engineering*, **2018**, 364, 012025	0.4	2
102	3D floor plan recovery from overlapping spherical images. *Computational Visual Media*, **2018**, 4, 367-383	3.9	10
101	Recovering 3D existing-conditions of indoor structures from spherical images. *Computers and Graphics*, **2018**, 77, 16-29	1.8	10
100	An experimental study on the effects of shading in 3D perception of volumetric models. *Visual Computer*, **2017**, 33, 47-61	2.3	9
99	Techniques for Seamless Color Registration and Mapping on Dense 3D Models. *Geotechnologies and the Environment*, **2017**, 355-376	0.2	4
98	Automatic Single Page-Based Algorithms for Medieval Manuscript Analysis. *Journal on Computing and Cultural Heritage*, **2017**, 10, 1-22	1.8	4
97	Guided Robust Matte-Model Fitting for Accelerating Multi-light Reflectance Processing Techniques **2017**,		2
96	Digital Monte Prama. *Journal on Computing and Cultural Heritage*, **2016**, 9, 1-23	1.8	4
95	Mobile reconstruction and exploration of indoor structures exploiting omnidirectional images **2016** ,		4
94	Omnidirectional image capture on mobile devices for fast automatic generation of 2.5D indoor maps **2016**,		13
93	Mobile Mapping and Visualization of Indoor Structures to Simplify Scene Understanding and Location Awareness. *Lecture Notes in Computer Science*, **2016**, 130-145	0.9	5
92	SSVDAGs **2016**,		9
91	A Survey of Geometric Analysis in Cultural Heritage. *Computer Graphics Forum*, **2016**, 35, 4-31	2.4	28

90	Monte Scan. *Journal on Computing and Cultural Heritage*, **2015**, 8, 1-23	1.8	9
89	A Fast and Robust Framework for Semiautomatic and Automatic Registration of Photographs to 3D Geometry. *Journal on Computing and Cultural Heritage*, **2015**, 7, 1-23	1.8	6
88	Light calibration and quality assessment methods for Reflectance Transformation Imaging applied to artworks' analysis **2015**,		2
87	Real-time adaptive content retargeting for live multi-view capture and light field display. *Visual Computer*, **2015**, 31, 1023-1032	2.3	8
86	Automated color clustering for medieval manuscript analysis **2015**,		1
85	Adaptive Recommendations for Enhanced Non-linear Exploration of Annotated 3D Objects. *Computer Graphics Forum*, **2015**, 34, 41-50	2.4	5
84	CHC+RT: Coherent Hierarchical Culling for Ray Tracing. *Computer Graphics Forum*, **2015**, 34, 537-548	2.4	10
83	Digital Mont'e Prama: 3D Cultural Heritage presentations in museums and anywhere **2015**,		4
82	An automatic word-spotting framework for medieval manuscripts **2015**,		1
81	IsoCam. *Journal on Computing and Cultural Heritage*, **2014**, 7, 1-24	1.8	20
80	ExploreMaps: Efficient construction and ubiquitous exploration of panoramic view graphs of complex 3D environments. *Computer Graphics Forum*, **2014**, 33, 459-468	2.4	22
79	State-of-the-Art in Compressed GPU-Based Direct Volume Rendering. *Computer Graphics Forum*, **2014**, 33, 77-100	2.4	49
78	Automatic room detection and reconstruction in cluttered indoor environments with complex room layouts. *Computers and Graphics*, **2014**, 44, 20-32	1.8	99
77	Effective mobile mapping of multi-room indoor structures. *Visual Computer*, **2014**, 30, 707-716	2.3	18
76	Interactive Mapping of Indoor Building Structures through Mobile Devices **2014**,		4
75	HuMoRS **2014**,		5
74	Robust Reconstruction of Interior Building Structures with Multiple Rooms under Clutter and Occlusions **2013**,		8
73	An efficient multi-resolution framework for high quality interactive rendering of massive point clouds using multi-way kd-trees. *Visual Computer*, **2013**, 29, 69-83	2.3	45

72	Improving the digitization of shape and color of 3D artworks in a cluttered environment **2013**,		8
71	Compression-domain seamless multiresolution visualization of gigantic triangle meshes on mobile devices **2013**,		12
70	Coarse-grained multiresolution structures for mobile exploration of gigantic surface models **2013**,		2
69	COVRA: A compression-domain output-sensitive volume rendering architecture based on a sparse representation of voxel blocks. *Computer Graphics Forum*, **2012**, 31, 1315-1324	2.4	26
68	Natural exploration of 3D massive models on large-scale light field displays using the FOX proximal navigation technique. *Computers and Graphics*, **2012**, 36, 893-903	1.8	13
67	Adaptive quad patches **2012**,		16
66	3DNSITE **2012**,		4
65	Interactive multiscale tensor reconstruction for multiresolution volume visualization. *IEEE Transactions on Visualization and Computer Graphics*, **2011**, 17, 2135-43	4	30
64	A GPU framework for parallel segmentation of volumetric images using discrete deformable models. *Visual Computer*, **2011**, 27, 85-95	2.3	14
63	FOX **2011**,		1
62	Fast low-memory seamless photo blending on massive point clouds using a streaming framework. *Journal on Computing and Cultural Heritage*, **2011**, 4, 1-15	1.8	9
61	A real-time coarse-to-fine multiview capture system for all-in-focus rendering on a light-field display **2011**,		7
60	High Quality Interactive Rendering of Massive Point Models Using Multi-way kd-Trees **2010**,		12
59	View-dependent exploration of massive volumetric models on large-scale light field displays. *Visual Computer*, **2010**, 26, 1037-1047	2.3	19
58	Shape enhancement for rapid prototyping. *Visual Computer*, **2010**, 26, 831-840	2.3	13
57	An interactive 3D medical visualization system based on a light field display. *Visual Computer*, **2009**, 25, 883-893	2.3	11
56	Context Preserving Focal Probes for Exploration of Volumetric Medical Datasets. *Lecture Notes in Computer Science*, **2009**, 187-198	0.9	2
55	GPU Accelerated Direct Volume Rendering on an Interactive Light Field Display. *Computer Graphics Forum*, **2008**, 27, 231-240	2.4	15

54	Scalable rendering of massive triangle meshes on light field displays. *Computers and Graphics*, **2008**, 32, 55-64	1.8	6
53	Real-Time Massive Model Rendering. *Synthesis Lectures on Computer Graphics and Animation*, **2008**, 2, 1-122		15
52	Technical strategies for massive model visualization **2008**,		15
51	Massive model visualization techniques **2008**,		6
50	A single-pass GPU ray casting framework for interactive out-of-core rendering of massive volumetric datasets. *Visual Computer*, **2008**, 24, 797-806	2.3	91
49	Ray-Casted BlockMaps for Large Urban Models Visualization. *Computer Graphics Forum*, **2007**, 26, 405-413	1.4	18
48	Survey of semi-regular multiresolution models for interactive terrain rendering. *Visual Computer*, **2007**, 23, 583-605	2.3	86
47	High-quality networked terrain rendering from compressed bitstreams **2007**,		11
46	Massive-model rendering techniques. *IEEE Computer Graphics and Applications*, **2007**, 27, 20-34	1.7	23
45	An interactive multi-user holographic environment **2006**,		8
44	C-BDAM Compressed Batched Dynamic Adaptive Meshes for Terrain Rendering. *Computer Graphics Forum*, **2006**, 25, 333-342	2.4	43
43	Far voxels **2005**,		13
42	Far voxels. *ACM Transactions on Graphics*, **2005**, 24, 878-885	7.6	57
41	3D Functional Models of Monkey Brain Through Elastic Registration of Histological Sections. *Lecture Notes in Computer Science*, **2005**, 1182-1189	0.9	
40	Adaptive tetrapuzzles. *ACM Transactions on Graphics*, **2004**, 23, 796-803	7.6	79
39	Adaptive tetrapuzzles **2004**,		12
38	Layered point clouds: a simple and efficient multiresolution structure for distributing and rendering gigantic point-sampled models. *Computers and Graphics*, **2004**, 28, 815-826	1.8	55
37	Physics-based burr haptic simulation: tuning and evaluation **2004**,		8

36	Hierarchical Higher Order Face Cluster Radiosity for Global Illumination Walkthroughs of Complex Non-Diffuse Environments. *Computer Graphics Forum*, **2003**, 22, 563-572	2.4	4
35	BDAM Batched Dynamic Adaptive Meshes for High Performance Terrain Visualization. *Computer Graphics Forum*, **2003**, 22, 505-514	2.4	94
34	Real-Time Haptic and Visual Simulation of Bone Dissection. *Presence: Teleoperators and Virtual Environments*, **2003**, 12, 110-122	2.9	36
33	Tracking the Movement of Surgical Tools in a Virtual Temporal Bone Dissection Simulator. *Lecture Notes in Computer Science*, **2003**, 100-107	0.9	1
32	Interactive Out-of-Core Visualisation of Very Large Landscapes on Commodity Graphics Platform. *Lecture Notes in Computer Science*, **2003**, 21-29	0.9	3
31	A multiprocessor decoupled system for the simulation of temporal bone surgery. *Computing and Visualization in Science*, **2002**, 5, 35-43	1	32
30	Developing a virtual reality environment in petrous bone surgery: a state-of-the-art review. *Otology and Neurotology*, **2002**, 23, 111-21	2.6	23
29	Head and Hand Tracking Devices in Virtual Reality. *Medical Radiology*, **2002**, 287-292	0.2	1
28	TOM: TOTALLY ORDERED MESH A MULTIRESOLUTION STRUCTURE FOR TIME CRITICAL GRAPHICS APPLICATIONS. *International Journal of Image and Graphics*, **2001**, 01, 115-134	0.5	8
27	Three-dimensional Reconstruction and Visualization of the Cerebral Cortex in Primates. *Eurographics*, **2001**, 147-156		5
26	Time-critical multiresolution rendering of large complex models. *CAD Computer Aided Design*, **2000**, 32, 785-803	2.9	12
25	A Volumetric Virtual Environment for Catheter Insertion Simulation. *Eurographics*, **2000**, 125-134		6
24	Catheter insertion simulation with co-registered direct volume rendering and haptic feedback. *Studies in Health Technology and Informatics*, **2000**, 70, 96-8	0.5	3
23	Metis An Object-Oriented Toolkit for Constructing Virtual Reality Applications. *Computer Graphics Forum*, **1999**, 18, 121-130	2.4	2
22	Interactive Construction and Animation of Layered Elastically Deformable Characters. *Computer Graphics Forum*, **1998**, 17, 135-152	2.4	21
21	ViVa: the virtual vascular project. *IEEE Transactions on Information Technology in Biomedicine*, **1998**, 2, 268-74		16
20	Exploring annotated 3D environments on the World Wide Web. *Lecture Notes in Computer Science*, **1997**, 31-46	0.9	2
19	Head-Tracked Stereo Viewing with Two-Handed 3 D Interaction for Animated Character Construction. *Computer Graphics Forum*, **1996**, 15, 197-206	2.4	3

18	3D user interfaces for general-purpose 3D animation. *Computer*, **1996**, 29, 71-78	1.6	0
17	Virtual Sardinia: A large-scale hypermedia regional information system. *Computer Networks*, **1996**, 28, 1539-1546		2
16	i3D **1995**,		5
15	An integrated environment to visually construct 3D animations **1995**,		11
14	Sketching 3D Animations. *Computer Graphics Forum*, **1995**, 14, 241-258	2.4	8
13	Supporting Interactive Animation Using Multi-way Constraints. *Eurographics*, **1995**, 37-48		2
12	An Interactive 3D Graphics Class Library in EIFFEL **1995**, 271-289		
11	Sketching 3D Animations. *Computer Graphics Forum*, **1995**, 14, 241-258	2.4	3
10	VB2 **1993**,		8
9	Physically-Based Interactive Camera Motion Control Using 3D Input Devices **1991**, 135-145		10
8	An Object-Oriented Methodology Using Dynamic Variables for Animation and Scientific Visualization **1990**, 317-328		6
7	Interactive virtual angioscopy		15
6	A Large Scale Interactive Holographic Display		21
5	Adaptive techniques for real-time haptic and visual simulation of bone dissection		13
4			34
3	Real-time haptic and visual simulation of bone dissection		17
2	Time-critical multiresolution scene rendering		12
1	Batched Multi Triangulation		2