

Julien PettrÃ©

List of Publications by Year in descending order

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Version: 2024-02-01

65
papers

2,405
citations

331670

21
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265206

42
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68
all docs

68
docs citations

68
times ranked

1135
citing authors

#	ARTICLE	IF	CITATIONS
1	From HRI to CRI: Crowd Robot Interactionâ€”Understanding the Effect of Robots on Crowd Motion. International Journal of Social Robotics, 2022, 14, 631-643.	4.6	9
2	Crowd Navigation in VR: Exploring Haptic Rendering of Collisions. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 2589-2601.	4.4	9
3	The One-Man-Crowd: Single User Generation of Crowd Motions Using Virtual Reality. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 2245-2255.	4.4	3
4	Dynamic Combination of Crowd Steering Policies Based on Context. Computer Graphics Forum, 2022, 41, 209-219.	3.0	0
5	Interaction Fields: Intuitive Sketchâ€”based Steering Behaviors for Crowd Simulation. Computer Graphics Forum, 2022, 41, 521-534.	3.0	8
6	Authoring Virtual Crowds: A Survey. Computer Graphics Forum, 2022, 41, 677-701.	3.0	4
7	A Survey on Reinforcement Learning Methods in Character Animation. Computer Graphics Forum, 2022, 41, 613-639.	3.0	8
8	Analysis of emergent patterns in crossing flows of pedestrians reveals an invariant of â€”stripeâ€” formation in human data. PLoS Computational Biology, 2022, 18, e1010210.	3.2	9
9	Influence of path curvature on collision avoidance behaviour between two walkers. Experimental Brain Research, 2021, 239, 329-340.	1.5	6
10	OpenTraj: Assessing Prediction Complexity in Human Trajectories Datasets. Lecture Notes in Computer Science, 2021, , 566-582.	1.3	5
11	Algorithms for Microscopic Crowd Simulation: Advancements in the 2010s. Computer Graphics Forum, 2021, 40, 731-754.	3.0	29
12	A Perceptually-Validated Metric for Crowd Trajectory Quality Evaluation. Proceedings of the ACM on Computer Graphics and Interactive Techniques, 2021, 4, 1-18.	1.6	7
13	Perception of Motion Variations in Large-Scale Virtual Human Crowds. , 2021, , .		1
14	Eye-Gaze Activity in Crowds: Impact of Virtual Reality and Density. , 2020, , .		8
15	Eye-Gaze Activity in Crowds: Impact of Virtual Reality and Density. , 2020, , .		8
16	Synchronizing navigation algorithms for crowd simulation via topological strategies. Computers and Graphics, 2020, 89, 24-37.	2.5	5
17	Generalized Microscopic Crowd Simulation using Costs in Velocity Space. , 2020, , .		18
18	Studying Gaze Behaviour during Collision Avoidance with a Virtual Walker: Influence of the Virtual Reality Setup. , 2019, , .		30

#	ARTICLE	IF	CITATIONS
19	Character navigation in dynamic environments based on optical flow. Computer Graphics Forum, 2019, 38, 181-192.	3.0	18
20	Effective Human-Robot Collaboration in near symmetry collision scenarios. , 2019, , .		2
21	Social Ways: Learning Multi-Modal Distributions of Pedestrian Trajectories With GANs. , 2019, , .		163
22	Attracted by light: vision-based steering virtual characters among dark and light obstacles. , 2019, , .		4
23	Data-Driven Crowd Simulation with Generative Adversarial Networks. , 2019, , .		15
24	Connecting Global and Local Agent Navigation via Topology. , 2019, , .		5
25	How do walkers behave when crossing the way of a mobile robot that replicates human interaction rules?. Gait and Posture, 2018, 60, 188-193.	1.4	20
26	Walking with Virtual People: Evaluation of Locomotion Interfaces in Dynamic Environments. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2251-2263.	4.4	38
27	Collision Avoidance Behavior between Walkers: Global and Local Motion Cues. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2078-2088.	4.4	33
28	A Reachability-Based Planner for Sequences of Acyclic Contacts in Cluttered Environments. Springer Proceedings in Advanced Robotics, 2018, , 287-303.	1.3	12
29	Collision Avoidance With Multiple Walkers: Sequential or Simultaneous Interactions?. Frontiers in Psychology, 2018, 9, 2354.	2.1	6
30	Human Inspired Effort Distribution During Collision Avoidance in Human-Robot Motion. , 2018, , .		3
31	2PAC. ACM Transactions on Graphics, 2018, 37, 1-14.	7.2	18
32	Effect of Virtual Human Gaze Behaviour During an Orthogonal Collision Avoidance Walking Task. , 2018, , .		24
33	Guided by gaze: Prioritization strategy when navigating through a virtual crowd can be assessed through gaze activity. Acta Psychologica, 2018, 190, 248-257.	1.5	32
34	An Efficient Acyclic Contact Planner for Multipled Robots. IEEE Transactions on Robotics, 2018, 34, 586-601.	10.3	99
35	EACS: Effective Avoidance Combination Strategy. Computer Graphics Forum, 2017, 36, 108-122.	3.0	9
36	Gradient-based steering for vision-based crowd simulation algorithms. Computer Graphics Forum, 2017, 36, 337-348.	3.0	43

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37	Group Modeling: A Unified Velocity-Based Approach. Computer Graphics Forum, 2017, 36, 45-56.	3.0	26
38	How do walkers avoid a mobile robot crossing their way?. Gait and Posture, 2017, 51, 97-103.	1.4	38
39	WarpDriver. ACM Transactions on Graphics, 2016, 35, 1-11.	7.2	51
40	Perceptual effect of shoulder motions on crowd animations. ACM Transactions on Graphics, 2016, 35, 1-10.	7.2	16
41	Crowd art. , 2015, , .		8
42	Virtual proxemics: Locomotion in the presence of obstacles in large immersive projection environments. , 2015, , .		56
43	Going Through, Going Around: A Study on Individual Avoidance of Groups. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 520-528.	4.4	70
44	Energy-efficient mid-term strategies for collision avoidance in crowd simulation. , 2015, , .		9
45	Time-delayed follow-the-leader model for pedestrians walking in line. Networks and Heterogeneous Media, 2015, 10, 579-608.	1.1	9
46	Following behaviors. , 2014, , .		3
47	Optimization-based Pedestrian Model Calibration for Evaluation. Transportation Research Procedia, 2014, 2, 228-236.	1.5	9
48	A Virtual Reality Platform to Study Crowd Behaviors. Transportation Research Procedia, 2014, 2, 114-122.	1.5	36
49	Crowd sculpting: A space-time sculpting method for populating virtual environments. Computer Graphics Forum, 2014, 33, 351-360.	3.0	22
50	Parameter estimation and comparative evaluation of crowd simulations. Computer Graphics Forum, 2014, 33, 303-312.	3.0	117
51	Following Behaviors: A Model for Computing Following Distances. Transportation Research Procedia, 2014, 2, 424-429.	1.5	3
52	Kinematic Evaluation of Virtual Walking Trajectories. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 671-680.	4.4	55
53	Collision avoidance between two walkers: Role-dependent strategies. Gait and Posture, 2013, 38, 751-756.	1.4	86
54	Properties of pedestrians walking in line. II. Stepping behavior. Physical Review E, 2012, 86, 046111.	2.1	75

#	ARTICLE	IF	CITATIONS
55	Properties of pedestrians walking in line: Fundamental diagrams. Physical Review E, 2012, 85, 036111.	2.1	136
56	Minimal predicted distance: A common metric for collision avoidance during pairwise interactions between walkers. Gait and Posture, 2012, 36, 399-404.	1.4	97
57	Realistic following behaviors for crowd simulation. Computer Graphics Forum, 2012, 31, 489-498.	3.0	95
58	Reconstructing Motion Capture Data for Human Crowd Study. Lecture Notes in Computer Science, 2011, , 365-376.	1.3	14
59	A synthetic-vision based steering approach for crowd simulation. , 2010, , .		31
60	A synthetic-vision based steering approach for crowd simulation. ACM Transactions on Graphics, 2010, 29, 1-9.	7.2	204
61	Experiment-based modeling, simulation and validation of interactions between virtual walkers. , 2009, , .		135
62	Crowd patches. , 2009, , .		53
63	YaQ: An Architecture for Real-Time Navigation and Rendering of Varied Crowds. IEEE Computer Graphics and Applications, 2009, 29, 44-53.	1.2	17
64	Motion planning and autonomy for virtual humans. , 2008, , .		21
65	Pedestrian Reactive Navigation for Crowd Simulation: a Predictive Approach. Computer Graphics Forum, 2007, 26, 665-674.	3.0	198