

Remco C Veltkamp

List of Publications by Year in descending order

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Version: 2024-02-01

46
papers

2,039
citations

331538

21
h-index

243529

44
g-index

47
all docs

47
docs citations

47
times ranked

2191
citing authors

#	ARTICLE	IF	CITATIONS
1	Multi-Dataset, Multitask Learning of Egocentric Vision Tasks. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2023, 45, 6618-6630.	9.7	11
2	RobotP: A Benchmark Dataset for 6D Object Pose Estimation. Sensors, 2021, 21, 1299.	2.1	5
3	PreSim: A 3D Photo-Realistic Environment Simulator for Visual AI. IEEE Robotics and Automation Letters, 2021, 6, 2501-2508.	3.3	7
4	REMOVED: SHREC 2021: 3D point cloud change detection for street scenes. Computers and Graphics, 2021, 99, 192-200.	1.4	21
5	Free-viewpoint image based rendering with multi-layered depth maps. Optics and Lasers in Engineering, 2021, 147, 106726.	2.0	3
6	Competition in a Household Energy Conservation Game. Sustainability, 2021, 13, 11991.	1.6	5
7	Learning Class-Specific Features with Class Regularization for Videos. Applied Sciences (Switzerland), 2020, 10, 6241.	1.3	2
8	SHREC 2020: 3D point cloud semantic segmentation for street scenes. Computers and Graphics, 2020, 93, 13-24.	1.4	17
9	Foreword to the special section on 3D Object Retrieval 2020 workshop (3DOR2020). Computers and Graphics, 2020, 93, A3-A4.	1.4	0
10	SHREC 2020: Classification in cryo-electron tomograms. Computers and Graphics, 2020, 91, 279-289.	1.4	33
11	Interactive rodent behavior annotation in video using active learning. Multimedia Tools and Applications, 2019, 78, 19787-19806.	2.6	6
12	A survey of variational and CNN-based optical flow techniques. Signal Processing: Image Communication, 2019, 72, 9-24.	1.8	93
13	Multi-stream CNN: Learning representations based on human-related regions for action recognition. Pattern Recognition, 2018, 79, 32-43.	5.1	182
14	Learning to recognize rat social behavior: Novel dataset and cross-dataset application. Journal of Neuroscience Methods, 2018, 300, 166-172.	1.3	41
15	Healthy play, better coping: The importance of play for the development of children in health and disease. Neuroscience and Biobehavioral Reviews, 2018, 95, 421-429.	2.9	137
16	Water detection through spatio-temporal invariant descriptors. Computer Vision and Image Understanding, 2017, 154, 182-191.	3.0	27
17	Training Behavioral Control in Adolescents Using a Serious Game. Games for Health Journal, 2017, 6, 351-357.	1.1	24
18	Fusing disparate object signatures for salient object detection in video. Pattern Recognition, 2017, 72, 285-299.	5.1	36

#	ARTICLE	IF	CITATIONS
19	Variational method for joint optical flow estimation and edge-aware image restoration. Pattern Recognition, 2017, 65, 11-25.	5.1	28
20	Melodic Similarity and Applications Using Biologically-Inspired Techniques. Applied Sciences (Switzerland), 2017, 7, 1242.	1.3	4
21	Usability Test of Exercise Games Designed for Rehabilitation of Elderly Patients After Hip Replacement Surgery: Pilot Study. JMIR Serious Games, 2017, 5, e19.	1.7	30
22	Adaptive guided image filter for warping in variational optical flow computation. Signal Processing, 2016, 127, 253-265.	2.1	12
23	Understanding image concepts using ISTOP model. Pattern Recognition, 2016, 53, 174-183.	5.1	7
24	Weighted local intensity fusion method for variational optical flow estimation. Pattern Recognition, 2016, 50, 223-232.	5.1	24
25	Studying emotion induced by music through a crowdsourcing game. Information Processing and Management, 2016, 52, 115-128.	5.4	77
26	Improved Color Patch Similarity Measure Based Weighted Median Filter. Lecture Notes in Computer Science, 2015, , 413-427.	1.0	6
27	A combined post-filtering method to improve accuracy of variational optical flow estimation. Pattern Recognition, 2014, 47, 1926-1940.	5.1	38
28	A geometrical distance measure for determining the similarity of musical harmony. International Journal of Multimedia Information Retrieval, 2013, 2, 189-202.	3.6	17
29	Automatic Functional Harmonic Analysis. Computer Music Journal, 2013, 37, 37-53.	0.3	16
30	Preface to special issue on 3DOR 2010. Visual Computer, 2011, 27, 949-950.	2.5	0
31	Fixed partitioning and salient points with MPEG-7 cluster correlograms for image categorization. Pattern Recognition, 2010, 43, 650-662.	5.1	28
32	Expression modeling for expression-invariant face recognition. Computers and Graphics, 2010, 34, 231-241.	1.4	22
33	Modelling Folksong Melodies. Interdisciplinary Science Reviews, 2009, 34, 154-171.	1.0	6
34	Indexing through laplacian spectra. Computer Vision and Image Understanding, 2008, 110, 312-325.	3.0	25
35	A survey of content based 3D shape retrieval methods. Multimedia Tools and Applications, 2008, 39, 441-471.	2.6	673
36	Multimedia Algorithmics. Multimedia Tools and Applications, 2005, 27, 187-193.	2.6	1

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37	Shape Algorithmics. <i>Algorithmica</i> , 2004, 38, 1-4.	1.0	5
38	Efficient image retrieval through vantage objects. <i>Pattern Recognition</i> , 2002, 35, 69-80.	5.1	73
39	Efficient evaluation of triangular B-spline surfaces. <i>Computer Aided Geometric Design</i> , 2000, 17, 863-877.	0.5	15
40	Reliable and Efficient Pattern Matching Using an Affine Invariant Metric. <i>International Journal of Computer Vision</i> , 1999, 31, 203-225.	10.9	45
41	Generic Geometric Programming in the Computational Geometry Algorithms Library. <i>Computer Graphics Forum</i> , 1999, 18, 131-137.	1.8	116
42	Boundaries through Scattered Points of Unknown Density. <i>Graphical Models</i> , 1995, 57, 441-452.	1.4	25
43	Interactive design of constrained variational curves. <i>Computer Aided Geometric Design</i> , 1995, 12, 533-546.	0.5	28
44	Modeling 3D Curves of Minimal Energy. <i>Computer Graphics Forum</i> , 1995, 14, 97-110.	1.8	8
45	3D Computational Morphology. <i>Computer Graphics Forum</i> , 1993, 12, 115-127.	1.8	14
46	The $\hat{\beta}$ -neighborhood graph. <i>Computational Geometry: Theory and Applications</i> , 1992, 1, 227-246.	0.3	46