

# Bin Zhou

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8182064/publications.pdf>

Version: 2024-02-01

24  
papers

291  
citations

1307594

7  
h-index

940533

16  
g-index

24  
all docs

24  
docs citations

24  
times ranked

216  
citing authors

#	ARTICLE	IF	CITATIONS
1	Adaptive synthesis of indoor scenes via activity-associated object relation graphs. ACM Transactions on Graphics, 2017, 36, 1-13.	7.2	57
2	Garment modeling with a depth camera. ACM Transactions on Graphics, 2015, 34, 1-12.	7.2	48
3	Garment Modeling from a Single Image. Computer Graphics Forum, 2013, 32, 85-91.	3.0	44
4	Deformable model for estimating clothed and naked human shapes from a single image. Visual Computer, 2013, 29, 1187-1196.	3.5	33
5	Real-Time UAV Path Planning for Autonomous Urban Scene Reconstruction. , 2020, , .		20
6	Deep Multimodality Learning for UAV Video Aesthetic Quality Assessment. IEEE Transactions on Multimedia, 2020, 22, 2623-2634.	7.2	17
7	Clothed and Naked Human Shapes Estimation from a Single Image. Lecture Notes in Computer Science, 2012, , 43-50.	1.3	12
8	Real-time 3D scene reconstruction with dynamically moving object using a single depth camera. Visual Computer, 2018, 34, 753-763.	3.5	10
9	How Far are We from Effective Context Modeling? An Exploratory Study on Semantic Parsing in Context. , 2020, , .		8
10	Structure guided texture inpainting through multi-scale patches and global optimization for image completion. Science China Information Sciences, 2014, 57, 1-16.	4.3	5
11	Semantic part segmentation of single-view point cloud. Science China Information Sciences, 2020, 63, 1.	4.3	5
12	InstanceFusion: Real-time Instance-aware Level 3D Reconstruction Using a Single RGBD Camera. Computer Graphics Forum, 2020, 39, 433-445.	3.0	5
13	Motion Planning for Convertible Indoor Scene Layout Design. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 4413-4424.	4.4	5
14	Deep style estimator for 3D indoor object collection organization and scene synthesis. Computers and Graphics, 2018, 74, 76-84.	2.5	4
15	Modeling Garment Seam from a Single Image. Journal of Computer Science and Technology, 2018, 33, 463-474.	1.5	4
16	Efficiently consistent affinity propagation for 3D shapes co-segmentation. Visual Computer, 2018, 34, 997-1008.	3.5	3
17	3D shape co-segmentation via sparse and low rank representations. Science China Information Sciences, 2018, 61, 1.	4.3	2
18	Modeling yarn-level geometry from a single micro-image. Frontiers of Information Technology and Electronic Engineering, 2019, 20, 1165-1174.	2.6	2

#	ARTICLE	IF	CITATIONS
19	Localizing object parts in 3D from a single image. Science China Information Sciences, 2019, 62, 1.	4.3	2
20	Self-Supervised Learning of Part Mobility from Point Cloud Sequence. Computer Graphics Forum, 2021, 40, 104-116.	3.0	2
21	A Conceptual Prototype for Digital Media Cloud. , 2013, , .		1
22	Monocular Video Guided Garment Simulation. Journal of Computer Science and Technology, 2015, 30, 528-539.	1.5	1
23	Learning semantic abstraction of shape via 3D region of interest. Graphical Models, 2019, 105, 101038.	2.4	1
24	Cooperatively Resolving Occlusion between Real and Virtual in Multiple Video Sequences. , 2011, , .		0