

# Tal Hassner

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8270448/publications.pdf>

Version: 2024-02-01

36  
papers

5,005  
citations

758635

12  
h-index

940134

16  
g-index

36  
all docs

36  
docs citations

36  
times ranked

3390  
citing authors

#	ARTICLE	IF	CITATIONS
1	Face recognition in unconstrained videos with matched background similarity. , 2011, , .		913
2	Age and Gender Estimation of Unfiltered Faces. IEEE Transactions on Information Forensics and Security, 2014, 9, 2170-2179.	4.5	576
3	Effective face frontalization in unconstrained images. , 2015, , .		402
4	Regressing Robust and Discriminative 3D Morphable Models with a Very Deep Neural Network. , 2017, , .		321
5	FSGAN: Subject Agnostic Face Swapping and Reenactment. , 2019, , .		291
6	Effective Unconstrained Face Recognition by Combining Multiple Descriptors and Learned Background Statistics. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2011, 33, 1978-1990.	9.7	285
7	Deep Face Recognition: A Survey. , 2018, , .		268
8	Emotion Recognition in the Wild via Convolutional Neural Networks and Mapped Binary Patterns. , 2015, , .		198
9	On Face Segmentation, Face Swapping, and Face Perception. , 2018, , .		171
10	Do We Really Need to Collect Millions of Faces for Effective Face Recognition?. Lecture Notes in Computer Science, 2016, , 579-596.	1.0	152
11	Extreme 3D Face Reconstruction: Seeing Through Occlusions. , 2018, , .		121
12	Facial Landmark Detection with Tweaked Convolutional Neural Networks. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2018, 40, 3067-3074.	9.7	110
13	Viewing Real-World Faces in 3D. , 2013, , .		109
14	Face recognition using deep multi-pose representations. , 2016, , .		108
15	HyperSeg: Patch-wise Hypernetwork for Real-time Semantic Segmentation. , 2021, , .		99
16	FacePoseNet: Making a Case for Landmark-Free Face Alignment. , 2017, , .		95
17	The Action Similarity Labeling Challenge. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2012, 34, 615-621.	9.7	94
18	Mask TextSpotter v3: Segmentation Proposal Network for Robust Scene Text Spotting. Lecture Notes in Computer Science, 2020, , 706-722.	1.0	89

#	ARTICLE	IF	CITATIONS
19	The One-Shot similarity kernel. , 2009, , .		85
20	ExpNet: Landmark-Free, Deep, 3D Facial Expressions. , 2018, , .		77
21	Learning Pose-Aware Models for Pose-Invariant Face Recognition in the Wild. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2019, 41, 379-393.	9.7	69
22	img2pose: Face Alignment and Detection via 6DoF, Face Pose Estimation. , 2021, , .		63
23	Pooling Faces: Template Based Face Recognition with Pooled Face Images. , 2016, , .		52
24	Transferability and Hardness of Supervised Classification Tasks. , 2019, , .		39
25	Deep, Landmark-Free FAME: Face Alignment, Modeling, and Expression Estimation. International Journal of Computer Vision, 2019, 127, 930-956.	10.9	38
26	Face-Specific Data Augmentation for Unconstrained Face Recognition. International Journal of Computer Vision, 2019, 127, 642-667.	10.9	37
27	Rapid Synthesis of Massive Face Sets for Improved Face Recognition. , 2017, , .		33
28	Accurate 3D face reconstruction via prior constrained structure from motion. Computers and Graphics, 2017, 66, 14-22.	1.4	27
29	A Multiplexed Network for End-to-End, Multilingual OCR. , 2021, , .		27
30	When standard RANSAC is not enough: cross-media visual matching with hypothesis relevancy. Machine Vision and Applications, 2014, 25, 971-983.	1.7	18
31	Interactive Learning for Point-Cloud Motion Segmentation. Computer Graphics Forum, 2013, 32, 51-60.	1.8	13
32	SIFTing Through Scales. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2017, 39, 1431-1443.	9.7	11
33	Automated detection of feeding strikes by larval fish using continuous high-speed digital video: a novel method to extract quantitative data from fast, sparse kinematic events. Journal of Experimental Biology, 2016, 219, 1608-17.	0.8	8
34	Viewing the Viewers. Journal of Attention Disorders, 2014, 18, 585-593.	1.5	3
35	Fast and accurate line detection with GPU-based least median of squares. Journal of Real-Time Image Processing, 2020, 17, 839-851.	2.2	2
36	A Piggyback Representation for Action Recognition. , 2014, , .		1