Heinrich BÃ¼lthoff

List of Publications by Year
in descending order

535 papers	23,861 citations	9264 74 h-index	13379 130 g-index
550 all docs	550 docs citations	550 times ranked	12568 citing authors

#	Article	IF	Citations
1	Merging the senses into a robust percept. Trends in Cognitive Sciences, 2004, 8, 162-169.	7.8	1,482
2	Psychophysical support for a two-dimensional view interpolation theory of object recognition.. Proceedings of the National Academy of Sciences of the United States of America, 1992, 89, 60-64.	7.1	622
3	Grasping Visual Illusions: No Evidence for a Dissociation Between Perception and Action. Psychological Science, 2000, 11, 20-25.	3.3	530
4	Separate neural pathways for the visual analysis of object shape in perception and prehension. Current Biology, 1994, 4, 604-610.	3.9	513
5	Orientation dependence in the recognition of familiar and novel views of three-dimensional objects. Vision Research, 1992, 32, 2385-2400.	1.4	436
6	Face recognition under varying poses: The role of texture and shape. Vision Research, 1996, 36, 1761-1771.	1.4	369
7	Image-based object recognition in man, monkey and machine. Cognition, 1998, 67, 1-20.	2.2	348
8	Is human object recognition better described by geon structural descriptions or by multiple views? Comment on Biederman and Gerhardstein (1993).. Journal of Experimental Psychology: Human Perception and Performance, 1995, 21, 1494-1505.	0.9	322
9	View-dependent object recognition by monkeys. Current Biology, 1994, 4, 401-414.	3.9	316
10	How Are Three-Dimensional Objects Represented in the Brain?. Cerebral Cortex, 1995, 5, 247-260.	2.9	300
11	Integration of depth modules: stereo and shading. Journal of the Optical Society of America A: Optics and Image Science, and Vision, 1988, 5, 1749.	1.5	291
12	Inverse perspective mapping simplifies optical flow computation and obstacle detection. Biological Cybernetics, 1991, 64, 177-185.	1.3	272
13	A Novel Overactuated Quadrotor Unmanned Aerial Vehicle: Modeling, Control, and Experimental Validation. IEEE Transactions on Control Systems Technology, 2015, 23, 540-556.	5.2	271
14	Viewpoint Dependence in Visual and Haptic Object Recognition. Psychological Science, 2001, 12, 37-42.	3.3	231
15	Perceptual Organization of Local Elements into Global Shapes in the Human Visual Cortex. Current Biology, 2003, 13, 342-349.	3.9	225
16	Effects of visual illusions on grasping.. Journal of Experimental Psychology: Human Perception and Performance, 2001, 27, 1124-1144.	0.9	217
17	A Bayesian model of the disambiguation of gravitoinertial force by visual cues. Experimental Brain Research, 2007, 179, 263-290.	1.5	214
18	Touch can change visual slant perception. Nature Neuroscience, 2000, 3, 69-73.	14.8	211

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19	Bayesian integration of visual and vestibular signals for heading. Journal of Vision, 2010, 10, 23-23.	0.3	198
20	Representation of the Perceived 3-D Object Shape in the Human Lateral Occipital Complex. Cerebral Cortex, 2003, 13, 911-920.	2.9	186
21	What Object Attributes Determine Canonical Views?. Perception, 1999, 28, 575-599.	1.2	182
22	Does the brain know the physics of specular reflection?. Nature, 1990, 343, 165-168.	27.8	181
23	Where did I take that snapshot? Scene-based homing by image matching. Biological Cybernetics, 1998, 79, 191-202.	1.3	177
24	Learning to recognize objects. Trends in Cognitive Sciences, 1999, 3, 22-31.	7.8	175
25	Bilateral Teleoperation of Groups of Mobile Robots With Time-Varying Topology. IEEE Transactions on Robotics, 2012, 28, 1019-1033.	10.3	175
26	Render me real?. ACM Transactions on Graphics, 2012, 31, 1-11.	7.2	174
27	Effects of temporal association on recognition memory. Proceedings of the National Academy of Sciences of the United States of America, 2001, 98, 4800-4804.	7.1	172
28	Detection of animals in natural images using far peripheral vision. European Journal of Neuroscience, 2001, 14, 869-876.	2.6	171
29	View dependence in scene recognition after active learning. Memory and Cognition, 1999, 27, 996-1007.	1.6	168
30	Modeling, control and design optimization for a fully-actuated hexarotor aerial vehicle with tilted propellers. , 2015, , .		167
31	The Effect of Viewing a Self-Avatar on Distance Judgments in an HMD-Based Virtual Environment. Presence: Teleoperators and Virtual Environments, 2010, 19, 230-242.	0.6	164
32	Shared Control : Balancing Autonomy and Human Assistance with a Group of Quadrotor UAVs. IEEE Robotics and Automation Magazine, 2012, 19, 57-68.	2.0	164
33	Low-Level Image Cues in the Perception of Translucent Materials. ACM Transactions on Applied Perception, 2005, 2, 346-382.	1.9	158
34	Walking improves your cognitive map in environments that are large-scale and large in extent. ACM Transactions on Computer-Human Interaction, 2011, 18, 1-20.	5.7	157
35	Modeling and control of a quadrotor UAV with tilting propellers. , 2012, , .		157
36	Top-down influences on stereoscopic depth-perception. Nature Neuroscience, 1998, 1, 254-257.	14.8	156

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37	Image-based material editing. ACM Transactions on Graphics, 2006, 25, 654-663.	7.2	156
38	A parallel algorithm for real-time computation of optical flow. Nature, 1989, 337, 549-553.	27.8	154
39	The use of facial motion and facial form during the processing of identity. Vision Research, 2003, 43, 1921-1936.	1.4	154
40	3D shape perception from combined depth cues in human visual cortex. Nature Neuroscience, 2005, 8, 820-827.	14.8	154
41	Semiautonomous Haptic Teleoperation Control Architecture of Multiple Unmanned Aerial Vehicles. IEEE/ASME Transactions on Mechatronics, 2013, 18, 1334-1345.	5.8	154
42	Learning View Graphs for Robot Navigation. Autonomous Robots, 1998, 5, 111-125.	4.8	149
43	To What Extent Do Unique Parts Influence Recognition Across Changes in Viewpoint?. Psychological Science, 1997, 8, 282-289.	3.3	147
44	Do HDR displays support LDR content?. ACM Transactions on Graphics, 2007, 26, 38.	7.2	144
45	Visual Homing Is Possible Without Landmarks: A Path Integration Study in Virtual Reality. Presence: Teleoperators and Virtual Environments, 2002, 11, 443-473.	0.6	136
46	Stimulus-specific effects in face recognition over changes in viewpoint. Vision Research, 1998, 38, 2351-2363.	1.4	135
47	Sex Classification is Better with Three-Dimensional Head Structure Than with Image Intensity Information. Perception, 1997, 26, 75-84.	1.2	133
48	Modeling and Control of UAV Bearing Formations with Bilateral High-level Steering. International Journal of Robotics Research, 2012, 31, 1504-1525.	8.5	133
49	The MPI Facial Expression Database â€" A Validated Database of Emotional and Conversational Facial Expressions. PLoS ONE, 2012, 7, e32321.	2.5	132
50	A passivity-based decentralized strategy for generalized connectivity maintenance. International Journal of Robotics Research, 2013, 32, 299-323.	8.5	131
51	The importance of symmetry and virtual views in three-dimensional object recognition. Current Biology, 1994, 4, 18-23.	3.9	126
52	Working Memory in Wayfindingâ€"A Dual Task Experiment in a Virtual City. Cognitive Science, 2008, 32, 755-770.	1.7	125
53	Decentralized rigidity maintenance control with range measurements for multi-robot systems. International Journal of Robotics Research, 2015, 34, 105-128.	8.5	125
54	Depth Discrimination from Shading under Diffuse Lighting. Perception, 2000, 29, 649-660.	1.2	122

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55	A Prior for Global Convexity in Local Shape-from-Shading. Perception, 2001, 30, 403-410.	1.2	122
56	Owning an Overweight or Underweight Body: Distinguishing the Physical, Experienced and Virtual Body. PLoS ONE, 2014, 9, e103428.	2.5	122
57	The contribution of different facial regions to the recognition of conversational expressions. Journal of Vision, 2008, 8, 1-1.	0.3	117
58	Object-selective responses in the human motion area MT/MST. Nature Neuroscience, 2002, 5, 17-18.	14.8	114
59	Grasp effects of the Ebbinghaus illusion: obstacle avoidance is not the explanation. Experimental Brain Research, 2003, 149, 470-477.	1.5	114
60	Humans and Macaques Employ Similar Face-Processing Strategies. Current Biology, 2009, 19, 509-513.	3.9	112
61	Spatial updating in virtual reality: the sufficiency of visual information. Psychological Research, 2007, 71, 298-313.	1.7	111
62	Shape from texture: Ideal observers and human psychophysics. Vision Research, 1993, 33, 1723-1737.	1.4	109
63	Tracking and chasing in houseflies (Musca). Biological Cybernetics, 1982, 45, 123-130.	1.3	107
64	Comparison of view-based object recognition algorithms using realistic 3D models. Lecture Notes in Computer Science, 1996, , 251-256.	1.3	107
65	Welcome to Wonderland: The Influence of the Size and Shape of a Virtual Hand On the Perceived Size and Shape of Virtual Objects. PLoS ONE, 2013, 8, e68594.	2.5	106
66	Is the Map in Our Head Oriented North?. Psychological Science, 2012, 23, 120-125.	3.3	102
67	CyberWalk. ACM Transactions on Applied Perception, 2011, 8, 1-22.	1.9	100
68	Visual, haptic and crossmodal recognition of scenes. Experimental Brain Research, 2005, 161, 233-242.	1.5	99
69	Accumulation and persistence of memory for natural scenes. Journal of Vision, 2006, 6, 2.	0.3	99
70	Navigating through a virtual city: Using virtual reality technology to study human action and perception. Future Generation Computer Systems, 1998, 14, 231-242.	7.5	98
71	Cognitive factors can influence self-motion perception (vection) in virtual reality. ACM Transactions on Applied Perception, 2006, 3, 194-216.	1.9	93
72	Visual influence on path integration in darkness indicates a multimodal representation of large-scale space. Proceedings of the National Academy of Sciences of the United States of America, 2011, 108, 1152-1157.	7.1	93

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73	Virtual reality for the psychophysiological assessment of phobic fear: Responses during virtual tunnel driving.. Psychological Assessment, 2007, 19, 340-346.	1.5	92
74	Velocity-Dependent Dynamic Curvature Gain for Redirected Walking. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1041-1052.	4.4	86
75	Shape from specularities: computation and psychophysics. Philosophical Transactions of the Royal Society B: Biological Sciences, 1991, 331, 237-252.	4.0	83
76	Deoxyglucose mapping of nervous activity induced inDrosophila brain by visual movement. Journal of Comparative Physiology A: Neuroethology, Sensory, Neural, and Behavioral Physiology, 1984, 155, 471-483.	1.6	82
77	How is bilateral symmetry of human faces used for recognition of novel views?. Vision Research, 1998, 38, 79-89.	1.4	80
78	A search advantage for faces learned in motion. Experimental Brain Research, 2006, 171, 436-447.	1.5	80
79	Why the visual recognition system might encode the effects of illumination. Vision Research, 1998, 38, 2259-2275.	1.4	76
80	The effect of landmark and body-based sensory information on route knowledge. Memory and Cognition, 2011, 39, 686-699.	1.6	76
81	Neuronal representation of object orientation. Neuropsychologia, 2000, 38, 1235-1241.	1.6	75
82	The influence of eye height and avatars on egocentric distance estimates in immersive virtual environments. , 2011, , .		74
83	Multisensory integration in the estimation of walked distances. Experimental Brain Research, 2012, 218, 551-565.	1.5	74
84	An empirical approach to the experience of architectural space in virtual realityâ€"exploring relations between features and affective appraisals of rectangular indoor spaces. Automation in Construction, 2005, 14, 165-172.	9.8	72
85	Vection is the main contributor to motion sickness induced by visual yaw rotation: Implications for conflict and eye movement theories. PLoS ONE, 2017, 12, e0175305.	2.5	71
86	Visual Motion Responses in the Posterior Cingulate Sulcus: A Comparison to V5/MT and MST. Cerebral Cortex, 2012, 22, 865-876.	2.9	70
87	Multimodal similarity and categorization of novel, three-dimensional objects. Neuropsychologia, 2007, 45, 484-495.	1.6	69
88	Local and Global Reference Frames for Environmental Spaces. Quarterly Journal of Experimental Psychology, 2014, 67, 542-569.	1.1	69
89	On robots and flies: Modeling the visual orientation behavior of flies. Robotics and Autonomous Systems, 1999, 29, 227-242.	5.1	67
90	What's Scene and Not Seen: Influences of Movement and Task Upon What We See. Visual Cognition, 2000, 7, 175-190.	1.6	67

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91	Categorical perception of familiar objects. Cognition, 2002, 85, 113-143.	2.2	63
92	Bayesian motion estimation accounts for a surprising bias in 3D vision. Proceedings of the National Academy of Sciences of the United States of America, 2008, 105, 12087-12092.	7.1	63
93	Predicting direction detection thresholds for arbitrary translational acceleration profiles in the horizontal plane. Experimental Brain Research, 2011, 209, 95-107.	1.5	63
94	The influence of avatar (self and character) animations on distance estimation, object interaction and locomotion in immersive virtual environments. , 2011, , .		62
95	On-board velocity estimation and closed-loop control of a quadrotor UAV based on optical flow. , 2012, , .		62
96	Effects of visual illusions on grasping.. Journal of Experimental Psychology: Human Perception and Performance, 2001, 27, 1124-1144.	0.9	61
97	Recurrent inversion of visual orientation in the walking fly,Drosophila melanogaster. Journal of Comparative Physiology A: Neuroethology, Sensory, Neural, and Behavioral Physiology, 1982, 148, 471-481.	1.6	60
98	An Unexpected Role for Visual Feedback in Vehicle Steering Control. Current Biology, 2002, 12, 295-299.	3.9	60
99	Human Areas V3A and V6 Compensate for Self-Induced Planar Visual Motion. Neuron, 2012, 73, 1228-1240.	8.1	60
100	Virtual arm×³s reach influences perceived distances but only after experience reaching. Neuropsychologia, 2015, 70, 393-401.	1.6	60
101	A nonlinear force observer for quadrotors and application to physical interactive tasks. , 2014, , .		59
102	The CableRobot simulator large scale motion platform based on cable robot technology. , 2016, , .		59
103	Driving in the future: Temporal visuomotor adaptation and generalization. Journal of Vision, 2001, 1, 3.	0.3	58
104	Do HDR displays support LDR content?. , 2007, , .		56
105	First flight tests for a quadrotor UAV with tilting propellers. , 2013, , .		56
106	What the Human Brain Likes About Facial Motion. Cerebral Cortex, 2013, 23, 1167-1178.	2.9	56
107	Evaluating the perceptual realism of animated facial expressions. ACM Transactions on Applied Perception, 2008, 4, 1-20.	1.9	54
108	A passivity-based decentralized approach for the bilateral teleoperation of a group of UAVs with switching topology. , 2011, , .		54

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109	Estimation of 3D shape from image orientations. Proceedings of the National Academy of Sciences of the United States of America, 2011, 108, 20438-20443.	7.1	54
110	Human-Centered Design and Evaluation of Haptic Cueing for Teleoperation of Multiple Mobile Robots. IEEE Transactions on Cybernetics, 2013, 43, 597-609.	9.5	54
111	The perceptual homunculus: The perception of the relative proportions of the human body.. Journal of Experimental Psychology: General, 2015, 144, 103-113.	2.1	54
112	Biologically Motivated Computer Vision. Lecture Notes in Computer Science, 2002, , .	1.3	54
113	Insect Inspired Visual Control of Translatory Flight. Lecture Notes in Computer Science, 2001, , 627-636.	1.3	54
114	Visual cues can be sufficient for triggering automatic, reflexlike spatial updating. ACM Transactions on Applied Perception, 2005, 2, 183-215.	1.9	53
115	A Distributed Control Approach to Formation Balancing and Maneuvering of Multiple Multirotor UAVs. IEEE Transactions on Robotics, 2018, 34, 870-882.	10.3	52
116	Talk to the Virtual Hands: Self-Animated Avatars Improve Communication in Head-Mounted Display Virtual Environments. PLoS ONE, 2011, 6, e25759.	2.5	52
117	Orientation Congruency Effects for Familiar Objects. Psychological Science, 2005, 16, 214-221.	3.3	51
118	Going into depth: Evaluating 2D and 3D cues for object classification on a new, large-scale object dataset. , 2011, , .		51
119	Contributions of the PPC to Online Control of Visually Guided Reaching Movements Assessed with fMRI-Guided TMS. Cerebral Cortex, 2011, 21, 1602-1612.	2.9	51
120	Visual capture and the experience of having two bodies â€“ Evidence from two different virtual reality techniques. Frontiers in Psychology, 2013, 4, 946.	2.1	51
121	Qualitative differences in memory for vista and environmental spaces are caused by opaque borders, not movement or successive presentation. Cognition, 2016, 155, 77-95.	2.2	51
122	A psychophysically calibrated controller for navigating through large environments in a limited free-walking space. , 2008, , .		50
123	The effect of social context on the use of visual information. Experimental Brain Research, 2011, 214, 273-284.	1.5	50
124	Haptic teleoperation of multiple unmanned aerial vehicles over the internet. , 2011, , .		50
125	Contributions of visual and proprioceptive information to travelled distance estimation during changing sensory congruencies. Experimental Brain Research, 2014, 232, 3277-3289.	1.5	50
126	The Role of Stereo Vision in Visualâ€“Vestibular Integration. Seeing and Perceiving, 2011, 24, 453-470.	0.3	49

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127	Isovist Analysis Captures Properties of Space Relevant for Locomotion and Experience. Perception, 2007, 36, 1066-1083.	1.2	48
128	Influence of the size of the field of view on motion perception. Computers and Graphics, 2009, 33, 139-146.	2.5	48
129	Cooperative transportation of a payload using quadrotors: A reconfigurable cable-driven parallel robot. , 2016, , .		48
130	Decentralized simultaneous multi-target exploration using a connected network of multiple robots. Autonomous Robots, 2017, 41, 989-1011.	4.8	48
131	A key region in the human parietal cortex for processing proprioceptive hand feedback during reaching movements. NeuroImage, 2014, 84, 615-625.	4.2	47
132	MPI Motion Simulator: Development and Analysis of a Novel Motion Simulator. , 2007, , .		46
133	Aerial grasping of a moving target with a quadrotor UAV. , 2012, , .		46
134	Bilateral teleoperation of a group of UAVs with communication delays and switching topology. , 2012, , .		46
135	Deep Neural Network-Based Cooperative Visual Tracking Through Multiple Micro Aerial Vehicles. IEEE Robotics and Automation Letters, 2018, 3, 3193-3200.	5.1	46
136	Circular, linear, and curvilinear vection in a large-screen virtual environment with floor projection. Computers and Graphics, 2009, 33, 47-58.	2.5	45
137	Nonlinear ego-motion estimation from optical flow for online control of a quadrotor UAV. International Journal of Robotics Research, 2015, 34, 1114-1135.	8.5	45
138	Obstacle detection, tracking and avoidance for a teleoperated UAV. , 2016, , .		45
139	Independent spatial waves of biochemical differentiation along the surface of chicken brain as revealed by the sequential expression of acetylcholinesterase. Cell and Tissue Research, 1988, 251, 587-595.	2.9	44
140	Seeing the hand while reaching speeds up onâ€line responses to a sudden change in target position. Journal of Physiology, 2009, 587, 4605-4616.	2.9	44
141	Robust optical-flow based self-motion estimation for a quadrotor UAV. , 2012, , .		44
142	Reshaping the physical properties of a quadrotor through IDA-PBC and its application to aerial physical interaction. , 2014, , .		44
143	Turning a near-hovering controlled quadrotor into a 3D force effector. , 2014, , .		44
144	Optimal visualâ€“vestibular integration under conditions of conflicting intersensory motion profiles. Experimental Brain Research, 2015, 233, 587-597.	1.5	44

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145	Rigidity Maintenance Control for Multi-Robot Systems. , 0, , .		44
146	A full-body avatar improves egocentric distance judgments in an immersive virtual environment. , 2008, , .		43
147	Simulating believable forward accelerations on a stewart motion platform. ACM Transactions on Applied Perception, 2010, 7, 1-27.	1.9	43
148	Egocentric distance perception in large screen immersive displays. Displays, 2013, 34, 153-164.	3.7	43
149	The TeleKyb framework for a modular and extendible ROS-based quadrotor control. , 2013, , .		43
150	Objects exhibit body model like shape distortions. Experimental Brain Research, 2015, 233, 1471-1479.	1.5	43
151	Visual and haptic perceptual spaces show high similarity in humans. Journal of Vision, 2010, 10, 2-2.	0.3	42
152	Active object recognition on a humanoid robot. , 2012, , .		42
153	Causal Inference in the Perception of Verticality. Scientific Reports, 2018, 8, 5483.	3.3	42
154	Feel the Movement. , 2018, , .		41
155	Active Perception Based Formation Control for Multiple Aerial Vehicles. IEEE Robotics and Automation Letters, 2019, 4, 4491-4498.	5.1	41
156	Learning New Sensorimotor Contingencies: Effects of Long-Term Use of Sensory Augmentation on the Brain and Conscious Perception. PLoS ONE, 2016, 11, e0166647.	2.5	41
157	Learning to walk in virtual reality. ACM Transactions on Applied Perception, 2013, 10, 1-17.	1.9	40
158	Motion Scaling for High-Performance Driving Simulators. IEEE Transactions on Human-Machine Systems, 2013, 43, 265-276.	3.5	39
159	Imagined Self-Motion Differs from Perceived Self-Motion: Evidence from a Novel Continuous Pointing Method. PLoS ONE, 2009, 4, e7793.	2.5	38
160	Velocity-dependent dynamic curvature gain for redirected walking. , 2011, , .		38
161	Perceived Depth Scales with Disparity Gradient. Perception, 1991, 20, 145-153.	1.2	37
162	Manipulating Video Sequences to Determine the Components of Conversational Facial Expressions. ACM Transactions on Applied Perception, 2005, 2, 251-269.	1.9	37

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163	Measurement of instantaneous perceived self-motion using continuous pointing. Experimental Brain Research, 2009, 195, 429-444.	1.5	37
164	From Isovists via Mental Representations to Behaviour: First Steps toward Closing the Causal Chain. Environment and Planning B: Planning and Design, 2012, 39, 48-62.	1.7	37
165	Integration of visual and inertial cues in the perception of angular self-motion. Experimental Brain Research, 2013, 231, 209-218.	1.5	37
166	Beyond Faces and Expertise. Psychological Science, 2016, 27, 213-222.	3.3	37
167	Modeling direction discrimination thresholds for yaw rotations around an earth-vertical axis for arbitrary motion profiles. Experimental Brain Research, 2012, 220, 89-99.	1.5	36
168	Abstract Representations of Associated Emotions in the Human Brain. Journal of Neuroscience, 2015, 35, 5655-5663.	3.6	36
169	Causal Inference in Multisensory Heading Estimation. PLoS ONE, 2017, 12, e0169676.	2.5	36
170	Learning to navigate: Experience versus maps. Cognition, 2013, 129, 24-30.	2.2	35
171	Semi-autonomous trajectory generation for mobile robots with integral haptic shared control. , 2014, , .		35
172	Forced Fusion in Multisensory Heading Estimation. PLoS ONE, 2015, 10, e0127104.	2.5	34
173	Foggy perception slows us down. ELife, 2012, 1, e00031.	6.0	34
174	The dynamics of visual pattern masking in natural scene processing: A magnetoencephalography study. Journal of Vision, 2005, 5, 10.	0.3	33
175	Semantic 3D motion retargeting for facial animation. , 2006, , .		33
176	Classification of Faces in Man and Machine. Neural Computation, 2006, 18, 143-165.	2.2	33
177	A semi-autonomous UAV platform for indoor remote operation with visual and haptic feedback. , 2014, , .		33
178	Cultural differences in room size perception. PLoS ONE, 2017, 12, e0176115.	2.5	33
179	Using neuropharmacology to distinguish between excitatory and inhibitory movement detection mechanisms in the fly Calliphora erythrocephala. Biological Cybernetics, 1988, 59, 71-80.	1.3	32
180	Interaction between Transparency and Structure from Motion. Neural Computation, 1992, 4, 573-589.	2.2	32

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181	Learning illumination- and orientation-invariant representations of objects throughtemporal association. Journal of Vision, 2009, 9, 6-6.	0.3	32
182	The role of visual similarity and memory in body model distortions. Acta Psychologica, 2016, 164, 103-111.	1.5	32
183	Eye and pointer coordination in search and selection tasks. , 2010, , .		32
184	Image-based material editing. , 2006, , .		31
185	The Thatcher illusion in humans and monkeys. Proceedings of the Royal Society B: Biological Sciences, 2010, 277, 2973-2981.	2.6	30
186	Walk this way: Approaching bodies can influence the processing of faces. Cognition, 2011, 118, 17-31.	2.2	30
187	Design and implementation of a novel architecture for physical human-UAV interaction. International Journal of Robotics Research, 2017, 36, 800-819.	8.5	30
188	Evaluation of real-world and computer-generated stylized facial expressions. ACM Transactions on Applied Perception, 2007, 4, 16.	1.9	29
189	Egocentric distance judgments in a large screen display immersive virtual environment. , 2010, , .		29
190	Persistent perceptual delay for head movement onset relative to auditory stimuli of different durations and rise times. Experimental Brain Research, 2012, 220, 41-50.	1.5	29
191	The MPI Emotional Body Expressions Database for Narrative Scenarios. PLoS ONE, 2014, 9, e113647.	2.5	29
192	Analogous motion illusion in man and fly. Nature, 1979, 278, 636-638.	27.8	28
193	Categorization of natural scenes. ACM Transactions on Applied Perception, 2007, 4, 19.	1.9	28
194	View-Based Recognition of Faces in Man and Machine: Re-visiting Inter-extra-Ortho. Lecture Notes in Computer Science, 2002, , 651-660.	1.3	28
195	The quick and the dead: when reaction beats intention. Proceedings of the Royal Society B: Biological Sciences, 2010, 277, 1667-1674.	2.6	27
196	Similarity and categorization: From vision to touch. Acta Psychologica, 2011, 138, 219-230.	1.5	27
197	Serial exploration of faces: Comparing vision and touch. Journal of Vision, 2012, 12, 6-6.	0.3	27
198	Reference frames in learning from maps and navigation. Psychological Research, 2015, 79, 1000-1008.	1.7	27

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199	Steering Demands Diminish the Early-P3, Late-P3 and RON Components of the Event-Related Potential of Task-Irrelevant Environmental Sounds. Frontiers in Human Neuroscience, 2016, 10, 73.	2.0	27
200	The prototype effect revisited: Evidence for an abstract feature model of face recognition. Journal of Vision, 2008, 8, 20.	0.3	26
201	The eyes grasp, the hands see: Metric category knowledge transfers between vision and touch. Psychonomic Bulletin and Review, 2014, 21, 976-985.	2.8	26
202	A comparison of scale estimation schemes for a quadrotor UAV based on optical flow and IMU measurements. , 2013, , .		26
203	A fully actuated quadrotor UAV with a propeller tilting mechanism: Modeling and control. , 2016, , .		26
204	Gaze-eccentricity effects on road position and steering.. Journal of Experimental Psychology: Applied, 2002, 8, 247-258.	1.2	25
205	Is prior knowledge of object geometry used in visually guided reaching?. Journal of Vision, 2005, 5, 2-2.	0.3	25
206	Scene consistency and spatial presence increase the sensation of self-motion in virtual reality. , 2005, , .		25
207	Categorization of natural scenes. , 2006, , .		25
208	Parametric animacy percept evoked by a single moving dot mimicking natural stimuli. Journal of Vision, 2013, 13, 15-15.	0.3	25
209	Human sensitivity to vertical self-motion. Experimental Brain Research, 2014, 232, 303-314.	1.5	25
210	Naturalistic Stimulus Structure Determines the Integration of Audiovisual Looming Signals in Binocular Rivalry. PLoS ONE, 2013, 8, e70710.	2.5	25
211	Drosophila mutants disturbed in visual orientation. Biological Cybernetics, 1982, 45, 71-77.	1.3	24
212	An advantage for detecting dynamic targets in natural scenes. Journal of Vision, 2006, 6, 8.	0.3	24
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