Heinrich Bülthoff

List of Publications by Year in descending order

Source: https://exaly.com/author-pdf/8410661/publications.pdf

Version: 2024-02-01

535 papers 23,861 citations

9264 74 h-index 130 g-index

550 all docs

550 docs citations

550 times ranked

12568 citing authors

#	Article	IF	CITATIONS
1	Efficacy of augmented visual environments for reducing sickness in autonomous vehicles. Applied Ergonomics, 2021, 90, 103282.	3.1	23
2	Beyond sensory conflict: The role of beliefs and perception in motion sickness. PLoS ONE, 2021, 16, e0245295.	2.5	13
3	Individual motion perception parameters and motion sickness frequency sensitivity in fore-aft motion. Experimental Brain Research, 2021, 239, 1727-1745.	1.5	16
4	Assessing the contribution of active somatosensory stimulation to self-acceleration perception in dynamic driving simulators. PLoS ONE, 2021, 16, e0259015.	2. 5	1
5	Design, Analysis and Selection of Haptic Inceptor Configurations for Tilt-Rotor Application. , 2021, , .		O
6	Visual appearance modulates motor control in social interactions. Acta Psychologica, 2020, 210, 103168.	1.5	3
7	Haptic Assistance for Helicopter Control Based on Pilot Intent Estimation. Journal of Aerospace Information Systems, 2020, 17, 193-203.	1.4	7
8	Changes in the perception of upright body orientation with age. PLoS ONE, 2020, 15, e0233160.	2.5	8
9	The role of acceleration and jerk in perception of above-threshold surge motion. Experimental Brain Research, 2020, 238, 699-711.	1.5	7
10	Cortical Representation of Tactile Stickiness Evoked by Skin Contact and Glove Contact. Frontiers in Integrative Neuroscience, 2020, 14, 19.	2.1	2
11	Multisensory Interactions in Head and Body Centered Perception of Verticality. Frontiers in Neuroscience, 2020, 14, 599226.	2.8	6
12	Collaborative Problem Solving in Local and Remote VR Situations. , 2019, , .		4
13	Active Perception Based Formation Control for Multiple Aerial Vehicles. IEEE Robotics and Automation Letters, 2019, 4, 4491-4498.	5.1	41
14	Offline motion simulation framework: Optimizing motion simulator trajectories and parameters. Transportation Research Part F: Traffic Psychology and Behaviour, 2019, 66, 29-46.	3.7	6
15	Perceiving animacy purely from visual motion cues involves intraparietal sulcus. NeuroImage, 2019, 197, 120-132.	4.2	10
16	Aerial physical interaction via IDA-PBC. International Journal of Robotics Research, 2019, 38, 403-421.	8.5	22
17	An Adaptive Haptic Aid Based on Pilot Performance. , 2019, , .		O
18	An Adaptive Haptic Aid System based on Desired Pilot Dynamics. , 2019, , .		O

#	Article	IF	CITATIONS
19	A Biologically-Inspired Model to Predict Perceived Visual Speed as a Function of the Stimulated Portion of the Visual Field. Frontiers in Neural Circuits, 2019, 13, 68.	2.8	4
20	Objective evaluation of prediction strategies for optimization-based motion cueing. Simulation, 2019, 95, 707-724.	1.8	11
21	Shared neural representations of tactile roughness intensities by somatosensation and touch observation using an associative learning method. Scientific Reports, 2019, 9, 77.	3.3	16
22	A 2-DoF Haptic Support System for Helicopter Control Tasks based on Pilot Intent Estimation., 2019,,.		1
23	Viewpoint dependence and face recognition. , 2019, , 789-793.		8
24	Memory for navigable space is flexible and not restricted to exclusive local or global memory units Journal of Experimental Psychology: Learning Memory and Cognition, 2019, 45, 993-1013.	0.9	4
25	Continuous Subjective Rating of Perceived Motion Incongruence During Driving Simulation. IEEE Transactions on Human-Machine Systems, 2018, 48, 17-29.	3.5	18
26	Feel the Movement., 2018,,.		41
27	No advantage for remembering horizontal over vertical spatial locations learned from a single viewpoint. Memory and Cognition, 2018, 46, 158-171.	1.6	8
28	Auditory Task Irrelevance: A Basis for Inattentional Deafness. Human Factors, 2018, 60, 428-440.	3.5	18
29	Decoding visual roughness perception: an fMRI study. Somatosensory & Motor Research, 2018, 35, 212-217.	0.9	1
30	Effects of visual stimulus characteristics and individual differences in heading estimation. Journal of Vision, 2018, 18, 9.	0.3	11
31	Port Hamiltonian Modeling of a Cable Driven Robot. IFAC-PapersOnLine, 2018, 51, 161-168.	0.9	3
32	The Object Orientation Effect in Exocentric Distances. Frontiers in Psychology, 2018, 9, 1374.	2.1	0
33	Real-Time Nonlinear Model Predictive Control of a Motion Simulator Based on a 8-DOF Serial Robot. , $2018, , .$		15
34	Modulation of vection latencies in the full-body illusion. PLoS ONE, 2018, 13, e0209189.	2.5	0
35	When Does the Brain Respond to Information During Visual Scanning?., 2018,, 267-268.		0
36	Humans Construct Survey Estimates on the Fly from a Compartmentalised Representation of the Navigated Environment. Lecture Notes in Computer Science, 2018, , 15-26.	1.3	7

#	Article	IF	CITATIONS
37	Spatial Survey Estimation Is Incremental and Relies on Directed Memory Structures. Lecture Notes in Computer Science, 2018, , 27-42.	1.3	2
38	A Self-contained Teleoperated Quadrotor: On-Board State-Estimation and Indoor Obstacle Avoidance. , 2018, , .		8
39	The Effect of Road Bumps on Touch Interaction in Cars. , 2018, , .		6
40	Gravity-dependent change in the †light-from-above' prior. Scientific Reports, 2018, 8, 15131.	3.3	4
41	Body-relative horizontal–vertical anisotropy in human representations of traveled distances. Experimental Brain Research, 2018, 236, 2811-2827.	1.5	10
42	Deep Neural Network-Based Cooperative Visual Tracking Through Multiple Micro Aerial Vehicles. IEEE Robotics and Automation Letters, 2018, 3, 3193-3200.	5.1	46
43	Use the Right Sound for the Right Job. , 2018, , .		12
44	Adaptation aftereffects reveal representations for encoding of contingent social actions. Proceedings of the National Academy of Sciences of the United States of America, 2018, 115, 7515-7520.	7.1	15
45	Causal Inference in the Perception of Verticality. Scientific Reports, 2018, 8, 5483.	3.3	42
46	More vection means more velocity storage activity: a factor in visually induced motion sickness?. Experimental Brain Research, 2018, 236, 3031-3041.	1.5	15
47	A Distributed Control Approach to Formation Balancing and Maneuvering of Multiple Multirotor UAVs. IEEE Transactions on Robotics, 2018, 34, 870-882.	10.3	52
48	Two Ways to Facial Expression Recognition? Motor and Visual Information Have Different Effects on Facial Expression Recognition. Psychological Science, 2018, 29, 1257-1269.	3.3	12
49	Objective Model Selection for Identifying the Human Feedforward Response in Manual Control. IEEE Transactions on Cybernetics, 2018, 48, 2-15.	9.5	10
50	Where am I? In terms of my physical and of my perceived body. Journal of Vision, 2018, 18, 100.	0.3	0
51	Design and implementation of a novel architecture for physical human-UAV interaction. International Journal of Robotics Research, 2017, 36, 800-819.	8.5	30
52	Action recognition is sensitive to the identity of the actor. Cognition, 2017, 166, 201-206.	2.2	10
53	Transforming Civil Helicopters into Personal Aerial Vehicles: Modeling, Control, and Validation. Journal of Guidance, Control, and Dynamics, 2017, 40, 2481-2495.	2.8	6
54	Multimodal feedback for teleoperation of multiple mobile robots in an outdoor environment. Journal on Multimodal User Interfaces, 2017, 11, 67-80.	2.9	18

#	Article	IF	CITATIONS
55	Decentralized simultaneous multi-target exploration using a connected network of multiple robots. Autonomous Robots, 2017, 41, 989-1011.	4.8	48
56	Admittance-Adaptive Model-Based Approach to Mitigate Biodynamic Feedthrough. IEEE Transactions on Cybernetics, 2017, 47, 4169-4181.	9.5	3
57	Nonlinear Model Predictive Control of a Cable-Robot-Based Motion Simulator. IFAC-PapersOnLine, 2017, 50, 9833-9839.	0.9	19
58	Variable force-stiffness haptic feedback for learning a disturbance rejection task. , 2017, , .		5
59	A control architecture for physical human-UAV interaction with a fully actuated hexarotor., 2017,,.		6
60	Causal Inference in Multisensory Heading Estimation. PLoS ONE, 2017, 12, e0169676.	2.5	36
61	Conceptual biases explain distortion differences between hand and objects in localization tasks Journal of Experimental Psychology: Human Perception and Performance, 2017, 43, 1444-1453.	0.9	9
62	Accumulation of Inertial Sensory Information in the Perception of Whole Body Yaw Rotation. PLoS ONE, 2017, 12, e0170497.	2.5	8
63	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
64	Cultural differences in room size perception. PLoS ONE, 2017, 12, e0176115.	2.5	33
65	Egocentric biases in comparative volume judgments of rooms. Journal of Vision, 2016, 16, 2.	0.3	4
66	Action Recognition and Movement Direction Discrimination Tasks Are Associated with Different Adaptation Patterns. Frontiers in Human Neuroscience, 2016, 10, 56.	2.0	7
67	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
68	fMRI Adaptation between Action Observation and Action Execution Reveals Cortical Areas with Mirror Neuron Properties in Human BA 44/45. Frontiers in Human Neuroscience, 2016, 10, 78.	2.0	18
69	How to Best Name a Place? Facilitation and Inhibition of Route Learning Due to Descriptive and Arbitrary Location Labels. Frontiers in Psychology, 2016, 7, 76.	2.1	1
70	The Influence of Human Body Orientation on Distance Judgments. Frontiers in Psychology, 2016, 7, 217.	2.1	7
71	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
72	Adaptive Super Twisting Controller for a quadrotor UAV. , 2016, , .		19

#	Article	IF	Citations
73	Modeling and analysis of cable vibrations for a cable-driven parallel robot. , 2016, , .		7
74	Data-driven approaches to unrestricted gaze-tracking benefit from saccade filtering. , 2016, , .		0
75	Effects of anxiety and cognitive load on instrument scanning behavior in a flight simulation. , 2016, , .		8
76	Cooperative transportation of a payload using quadrotors: A reconfigurable cable-driven parallel robot. , 2016, , .		48
77	The CableRobot simulator large scale motion platform based on cable robot technology. , 2016, , .		59
78	Visual adaptation dominates bimodal visual-motor action adaptation. Scientific Reports, 2016, 6, 23829.	3.3	7
79	Accurate 3D head pose estimation under real-world driving conditions: A pilot study. , 2016, , .		2
80	Constraints in Identification of Multi-Loop Feedforward Human Control Models. IFAC-PapersOnLine, 2016, 49, 7-12.	0.9	2
81	Biodynamic Feedthrough: Current Status and Open Issues. IFAC-PapersOnLine, 2016, 49, 120-125.	0.9	2
82	The Predictability of a Target Signal Affects Manual Feedforward Control. IFAC-PapersOnLine, 2016, 49, 177-182.	0.9	9
83	Design, Realization and Experimental Evaluation of a Haptic Stick for Shared Control Studies. IFAC-PapersOnLine, 2016, 49, 78-83.	0.9	1
84	Roll rate perceptual thresholds in active and passive curve driving simulation. Simulation, 2016, 92, 417-426.	1.8	8
85	Reaching with the sixth sense: Vestibular contributions to voluntary motor control in the human right parietal cortex. Neurolmage, 2016, 124, 869-875.	4.2	19
86	Perceptual Robotics. , 2016, , 2095-2114.		3
87	A fully actuated quadrotor UAV with a propeller tilting mechanism: Modeling and control. , 2016, , .		26
88	Ground and Aerial Mutual Localization Using Anonymous Relative-Bearing Measurements. IEEE Transactions on Robotics, 2016, 32, 1133-1151.	10.3	20
89	Neural Categorization of Vibrotactile Frequency in Flutter and Vibration Stimulations: An fMRI Study. IEEE Transactions on Haptics, 2016, 9, 455-464.	2.7	16
90	Moving-horizon nonlinear least squares-based multirobot cooperative perception. Robotics and Autonomous Systems, 2016, 83, 275-286.	5.1	0

#	Article	IF	CITATIONS
91	A shape-based account for holistic face processing Journal of Experimental Psychology: Learning Memory and Cognition, 2016, 42, 584-597.	0.9	20
92	Evaluation of haptic support system for training purposes in a tracking task., 2016,,.		7
93	Decoding pressure stimulation locations on the fingers from human neural activation patterns. NeuroReport, 2016, 27, 1232-1236.	1.2	6
94	Aggressive Maneuver Regulation of a Quadrotor UAV. Springer Tracts in Advanced Robotics, 2016, , 95-112.	0.4	11
95	Perception of rotation, path, and heading in circular trajectories. Experimental Brain Research, 2016, 234, 2323-2337.	1.5	10
96	Obstacle detection, tracking and avoidance for a teleoperated UAV., 2016,,.		45
97	The role of visual similarity and memory in body model distortions. Acta Psychologica, 2016, 164, 103-111.	1.5	32
98	Beyond Faces and Expertise. Psychological Science, 2016, 27, 213-222.	3.3	37
99	Not all memories are the same: Situational context influences spatial recall within one's city of residency. Psychonomic Bulletin and Review, 2016, 23, 246-252.	2.8	11
100	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
101	A Setup for multi-UAV hardware-in-the-loop simulations. , 2015, , .		11
102	Identifying Time-Varying Neuromuscular Response: Experimental Evaluation of a RLS-based Algorithm., 2015,,.		7
103	Human discrimination of head-centred visual–inertial yaw rotations. Experimental Brain Research, 2015, 233, 3553-3564.	1.5	11
104	The Perception of Cooperativeness Without Any Visual or Auditory Communication. I-Perception, 2015, 6, 204166951561950.	1.4	0
105	Three-Dimensional Normal Facial Growth from Birth to the Age of 7 Years. Plastic and Reconstructive Surgery, 2015, 136, 490e-501e.	1.4	19
106	Forced Fusion in Multisensory Heading Estimation. PLoS ONE, 2015, 10, e0127104.	2.5	34
107	Integration of Semi-Circular Canal and Otolith Cues for Direction Discrimination during Eccentric Rotations. PLoS ONE, 2015, 10, e0136925.	2.5	8
108	Identifying Time-Varying Neuromuscular Response: A Recursive Least-Squares Algorithm with Pseudoinverse. , 2015, , .		2

#	Article	IF	Citations
109	Methods for Multiloop Identification of Visual and Neuromuscular Pilot Responses. IEEE Transactions on Cybernetics, 2015, 45, 2780-2791.	9.5	8
110	Novel approach for calculating motion feedback in teleoperation. , 2015, , .		0
111	Moving-horizon nonlinear least squares-based multirobot cooperative perception. , 2015, , .		0
112	Autonomous vegetation identification for outdoor aerial navigation. , 2015, , .		1
113	Robust adaptive sliding mode control of a redundant cable driven parallel robot. , 2015, , .		9
114	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
115	Self-motion sensitivity to visual yaw rotations in humans. Experimental Brain Research, 2015, 233, 861-869.	1.5	13
116	Optimal visual–vestibular integration under conditions of conflicting intersensory motion profiles. Experimental Brain Research, 2015, 233, 587-597.	1.5	44
117	Objects exhibit body model like shape distortions. Experimental Brain Research, 2015, 233, 1471-1479.	1.5	43
118	Virtual arm \times^3 s reach influences perceived distances but only after experience reaching. Neuropsychologia, 2015, 70, 393-401.	1.6	60
119	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
120	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
121	Decentralized rigidity maintenance control with range measurements for multi-robot systems. International Journal of Robotics Research, 2015, 34, 105-128.	8.5	125
122	Reference frames in learning from maps and navigation. Psychological Research, 2015, 79, 1000-1008.	1.7	27
123	Abstract Representations of Associated Emotions in the Human Brain. Journal of Neuroscience, 2015, 35, 5655-5663.	3.6	36
124	Eye Height Manipulations. ACM Transactions on Applied Perception, 2015, 12, 1-23.	1.9	24
125	Asymmetric saccade reaction times to smooth pursuit. Experimental Brain Research, 2015, 233, 2527-2538.	1.5	9
126	Modeling, control and design optimization for a fully-actuated hexarotor aerial vehicle with tilted propellers. , 2015, , .		167

#	Article	IF	Citations
127	Distributed target identification in robotic swarms. , 2015, , .		3
128	Design, identification and experimental testing of a light-weight flexible-joint arm for aerial physical interaction. , 2015 , , .		23
129	Motor planning and control: Humans interact faster with a human than a robot avatar. Journal of Vision, 2015, 15, 52.	0.3	3
130	The Importance of Postural Cues for Determining Eye Height in Immersive Virtual Reality. PLoS ONE, 2015, 10, e0127000.	2.5	23
131	Decoding Accuracy in Supplementary Motor Cortex Correlates with Perceptual Sensitivity to Tactile Roughness. PLoS ONE, 2015, 10, e0129777.	2.5	22
132	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
133	Evaluation of Haptic Shared Control and a Highway-in-the-Sky Display for Personal Aerial Vehicles. , 2014, , .		7
134	An Experimental Comparison of Haptic and Automated Pilot Support Systems. , 2014, , .		7
135	Putting Actions in Context: Visual Action Adaptation Aftereffects Are Modulated by Social Contexts. PLoS ONE, 2014, 9, e86502.	2.5	19
136	Interactive Multiple Object Tracking (iMOT). PLoS ONE, 2014, 9, e86974.	2.5	18
137	The Importance of Stimulus Noise Analysis for Self-Motion Studies. PLoS ONE, 2014, 9, e94570.	2.5	8
138	Owning an Overweight or Underweight Body: Distinguishing the Physical, Experienced and Virtual Body. PLoS ONE, 2014, 9, e103428.	2.5	122
139	The MPI Emotional Body Expressions Database for Narrative Scenarios. PLoS ONE, 2014, 9, e113647.	2.5	29
140	When in doubt follow your noseââ,¬â€a wayfinding strategy. Frontiers in Psychology, 2014, 5, 1363.	2.1	9
141	A comparison of geometric- and regression-based mobile gaze-tracking. Frontiers in Human Neuroscience, 2014, 8, 200.	2.0	20
142	Semi-autonomous trajectory generation for mobile robots with integral haptic shared control. , 2014, , .		35
143	A nonlinear force observer for quadrotors and application to physical interactive tasks., 2014,,.		59
144	Contributions of visual and proprioceptive information to travelled distance estimation during changing sensory congruencies. Experimental Brain Research, 2014, 232, 3277-3289.	1.5	50

#	Article	IF	Citations
145	A psychophysical evaluation of haptic controllers: viscosity perception of soft environments. Robotica, 2014, 32, 1-17.	1.9	16
146	Emotion categorization of body expressions in narrative scenarios. Frontiers in Psychology, 2014, 5, 623.	2.1	22
147	Visual categorization of social interactions. Visual Cognition, 2014, 22, 1233-1271.	1.6	16
148	Admittance-adaptive model-based cancellation of biodynamic feedthrough. , 2014, , .		2
149	Identifying time-varying neuromuscular system with a recursive least-squares algorithm: a Monte-Carlo simulation study. , 2014, , .		3
150	Reshaping the physical properties of a quadrotor through IDA-PBC and its application to aerial physical interaction. , 2014, , .		44
151	Turning a near-hovering controlled quadrotor into a 3D force effector. , 2014, , .		44
152	A semi-autonomous UAV platform for indoor remote operation with visual and haptic feedback. , 2014,		33
153	Pilot Adaptation to Different Classes of Haptic Aids in Tracking Tasks. Journal of Guidance, Control, and Dynamics, 2014, 37, 1741-1753.	2.8	24
154	Image-based road network clearing without localization and without maps using a team of UAVs. , 2014, , .		0
155	System Delay in Flight Simulators Impairs Performance and Increases Physiological Workload. Lecture Notes in Computer Science, 2014, , 3-11.	1.3	2
156	Motor-visual neurons and action recognition in social interactions. Behavioral and Brain Sciences, 2014, 37, 197-198.	0.7	1
157	Human sensitivity to vertical self-motion. Experimental Brain Research, 2014, 232, 303-314.	1.5	25
158	Mathematical Biodynamic Feedthrough Model Applied to Rotorcraft. IEEE Transactions on Cybernetics, 2014, 44, 1025-1038.	9.5	7
159	A Biodynamic Feedthrough Model Based on Neuromuscular Principles. IEEE Transactions on Cybernetics, 2014, 44, 1141-1154.	9.5	10
160	Active In-Hand Object Recognition on a Humanoid Robot. IEEE Transactions on Robotics, 2014, 30, 1260-1269.	10.3	20
161	A Framework for Biodynamic Feedthrough Analysis—Part II: Validation and Application. IEEE Transactions on Cybernetics, 2014, 44, 1699-1710.	9.5	6
162	Local and Global Reference Frames for Environmental Spaces. Quarterly Journal of Experimental Psychology, 2014, 67, 542-569.	1.1	69

#	Article	IF	Citations
163	Evidence for Hand-Size Constancy: The Dominant Hand as a Natural Perceptual Metric. Psychological Science, 2014, 25, 2086-2094.	3.3	15
164	A Framework for Biodynamic Feedthrough Analysisâ€"Part I: Theoretical Foundations. IEEE Transactions on Cybernetics, 2014, 44, 1686-1698.	9.5	10
165	A key region in the human parietal cortex for processing proprioceptive hand feedback during reaching movements. Neurolmage, 2014, 84, 615-625.	4.2	47
166	Action can amplify motion-induced illusory displacement. Frontiers in Human Neuroscience, 2014, 8, 1058.	2.0	4
167	Distributed functions of detection and discrimination of vibrotactile stimuli in the hierarchical human somatosensory system. Frontiers in Human Neuroscience, 2014, 8, 1070.	2.0	24
168	Intersegmental Eye-Head-Body Interactions during Complex Whole Body Movements. PLoS ONE, 2014, 9, e95450.	2.5	9
169	The Influence of Visualization on Control Performance in a Flight Simulator. Lecture Notes in Computer Science, 2014, , 202-211.	1.3	2
170	A practical biodynamic feedthrough model for helicopters. CEAS Aeronautical Journal, 2013, 4, 421-432.	1.7	6
171	Temporal processing of self-motion: modeling reaction times for rotations and translations. Experimental Brain Research, 2013, 228, 51-62.	1.5	12
172	Learning to recognize face shapes through serial exploration. Experimental Brain Research, 2013, 226, 513-523.	1.5	3
173	Semiautonomous Haptic Teleoperation Control Architecture of Multiple Unmanned Aerial Vehicles. IEEE/ASME Transactions on Mechatronics, 2013, 18, 1334-1345.	5.8	154
174	Integration of visual and inertial cues in the perception of angular self-motion. Experimental Brain Research, 2013, 231, 209-218.	1.5	37
175	Saccade reaction time asymmetries during task-switching in pursuit tracking. Experimental Brain Research, 2013, 230, 271-281.	1.5	4
176	Egocentric distance perception in large screen immersive displays. Displays, 2013, 34, 153-164.	3.7	43
177	A New View on Biodynamic Feedthrough Analysis: Unifying the Effects on Forces and Positions. IEEE Transactions on Cybernetics, 2013, 43, 129-142.	9.5	14
178	A visual and force feedback for multi-robot teleoperation in outdoor environments: A preliminary result. , 2013 , , .		8
179	A comparison of scale estimation schemes for a quadrotor UAV based on optical flow and IMU measurements. , 2013, , .		26
180	Learning to navigate: Experience versus maps. Cognition, 2013, 129, 24-30.	2.2	35

#	Article	IF	CITATIONS
181	Influences of Simulator Motion System Characteristics on Pilot Control Behavior. Journal of Guidance, Control, and Dynamics, 2013, 36, 667-676.	2.8	11
182	First flight tests for a quadrotor UAV with tilting propellers. , 2013, , .		56
183	Perception of emotional body expressions in narrative scenarios. , 2013, , .		1
184	Learning to walk in virtual reality. ACM Transactions on Applied Perception, 2013, 10, 1-17.	1.9	40
185	The influence of shape and culture on visual volume perception of virtual rooms. , 2013, , .		2
186	Making trait judgments based on biological motion cues. , 2013, , .		0
187	The contribution of different cues of facial movement to the emotional facial expression adaptation aftereffect. Journal of Vision, 2013, 13, 23-23.	0.3	21
188	What the Human Brain Likes About Facial Motion. Cerebral Cortex, 2013, 23, 1167-1178.	2.9	56
189	Human path navigation in a three-dimensional world. Behavioral and Brain Sciences, 2013, 36, 544-545.	0.7	9
190	Bilateral control of the degree of connectivity in multiple mobile-robot teleoperation. , 2013, , .		14
191	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
192	Motion Scaling for High-Performance Driving Simulators. IEEE Transactions on Human-Machine Systems, 2013, 43, 265-276.	3.5	39
193	A multi-voxel pattern analysis of neural representation of vibrotactile location., 2013,,.		1
194	The TeleKyb framework for a modular and extendible ROS-based quadrotor control., 2013,,.		43
195	A passivity-based decentralized strategy for generalized connectivity maintenance. International Journal of Robotics Research, 2013, 32, 299-323.	8.5	131
196	An Open-Source Hardware/Software Architecture for Quadrotor UAVs. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2013, 46, 198-205.	0.4	19
197	Vision-based Autonomous Control of a Quadrotor UAV using an Onboard RGB-D Camera and its Application to Haptic Teleoperation. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2013, 46, 87-92.	0.4	7
198	Three-Dimensional Assessment of Facial Development in Children With Unilateral Cleft Lip With and Without Alveolar Cleft. Journal of Craniofacial Surgery, 2013, 24, 313-316.	0.7	10

#	Article	IF	CITATIONS
199	Parametric animacy percept evoked by a single moving dot mimicking natural stimuli. Journal of Vision, 2013, 13, 15-15.	0.3	25
200	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
201	View dependencies in the visual recognition of social interactions. Frontiers in Psychology, 2013, 4, 752.	2.1	21
202	Visual capture and the experience of having two bodies – Evidence from two different virtual reality techniques. Frontiers in Psychology, 2013, 4, 946.	2.1	51
203	Psychological influences on distance estimation in a virtual reality environment. Frontiers in Human Neuroscience, 2013, 7, 580.	2.0	11
204	A Fixed-Based Flight Simulator Study: The Interdependence of Flight Control Performance and Gaze Efficiency. Lecture Notes in Computer Science, 2013, , 95-104.	1.3	3
205	Multisensory contributions to spatial perception , 2013, , 81-97.		8
206	Naturalistic Stimulus Structure Determines the Integration of Audiovisual Looming Signals in Binocular Rivalry. PLoS ONE, 2013, 8, e70710.	2.5	25
207	Verbal Shadowing and Visual Interference in Spatial Memory. PLoS ONE, 2013, 8, e74177.	2.5	11
208	The MPI CyberMotion Simulator: A Novel Research Platform to Investigate Human Control Behavior. Journal of Computing Science and Engineering, 2013, 7, 122-131.	0.6	23
209	Attentional Biases during Steering Behavior. Lecture Notes in Computer Science, 2013, , 21-27.	1.3	0
210	The Influence of Visual Information on the Motor Control of Table Tennis Strokes. Presence: Teleoperators and Virtual Environments, 2012, 21, 281-294.	0.6	7
211	Visual Motion Responses in the Posterior Cingulate Sulcus: A Comparison to V5/MT and MST. Cerebral Cortex, 2012, 22, 865-876.	2.9	70
212	Render me real?. ACM Transactions on Graphics, 2012, 31, 1-11.	7.2	174
213	A morphable 3D-model of Korean faces. , 2012, , .		6
214	Identification of the transition from compensatory to feedforward behavior in manual control. , 2012, , .		4
215	Active object recognition on a humanoid robot. , 2012, , .		42
216	Aerial grasping of a moving target with a quadrotor UAV. , 2012, , .		46

#	Article	IF	CITATIONS
217	How effective is an armrest in mitigating biodynamic feedthrough?. , 2012, , .		4
218	Action as an innate bias for visual learning. Proceedings of the National Academy of Sciences of the United States of America, 2012, 109, 17736-17737.	7.1	2
219	Interactive planning of persistent trajectories for human-assisted navigation of mobile robots. , 2012, ,		21
220	Bilateral teleoperation of a group of UAVs with communication delays and switching topology. , 2012, , .		46
221	Modeling and Control of UAV Bearing Formations with Bilateral High-level Steering. International Journal of Robotics Research, 2012, 31, 1504-1525.	8.5	133
222	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
223	MPI CyberMotion Simulator: Implementation of a Novel Motion Simulator to Investigate Multisensory Path Integration in Three Dimensions. Journal of Visualized Experiments, 2012, , e3436.	0.3	17
224	Roll rate thresholds in driving simulation. Seeing and Perceiving, 2012, 25, 167.	0.3	7
225	Velocity-Dependent Dynamic Curvature Gain for Redirected Walking. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1041-1052.	4.4	86
226	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
227	On-board velocity estimation and closed-loop control of a quadrotor UAV based on optical flow. , 2012, , .		62
228	Robust optical-flow based self-motion estimation for a quadrotor UAV. , 2012, , .		44
229	Bilateral Teleoperation of Groups of Mobile Robots With Time-Varying Topology. IEEE Transactions on Robotics, 2012, 28, 1019-1033.	10.3	175
230	3-D mutual localization with anonymous bearing measurements. , 2012, , .		19
231	Human Areas V3A and V6 Compensate for Self-Induced Planar Visual Motion. Neuron, 2012, 73, 1228-1240.	8.1	60
232	Is the Map in Our Head Oriented North?. Psychological Science, 2012, 23, 120-125.	3.3	102
233	Modeling and control of a quadrotor UAV with tilting propellers. , 2012, , .		157
234	The MPI Facial Expression Database â€" A Validated Database of Emotional and Conversational Facial Expressions. PLoS ONE, 2012, 7, e32321.	2.5	132

#	Article	IF	Citations
235	Looking for Discriminating Is Different from Looking for Looking's Sake. PLoS ONE, 2012, 7, e45445.	2.5	16
236	Learned Non-Rigid Object Motion is a View-Invariant Cue to Recognizing Novel Objects. Frontiers in Computational Neuroscience, 2012, 6, 26.	2.1	12
237	The structure of self-experience during visuo–tactile stimulation of a virtual and the physical body. Seeing and Perceiving, 2012, 25, 214.	0.3	0
238	Persistent perceptual delay for head movement onset relative to auditory stimuli of different duration and rise times. Seeing and Perceiving, 2012, 25, 32.	0.3	1
239	Temporal processing of self-motion: Translations are processed slower than rotations. Seeing and Perceiving, 2012, 25, 207-208.	0.3	2
240	Corrections to: The prototype effect revisited: Evidence for an abstract feature model of face recognition. Journal of Vision, 2012, 12, 1-1.	0.3	13
241	Serial exploration of faces: Comparing vision and touch. Journal of Vision, 2012, 12, 6-6.	0.3	27
242	Multisensory integration in the estimation of walked distances. Experimental Brain Research, 2012, 218, 551-565.	1.5	74
243	Neural correlates of oddball detection in self-motion heading: A high-density event-related potential study of vestibular integration. Experimental Brain Research, 2012, 219, 1-11.	1.5	24
244	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
245	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
246	SwarmSimX: Real-Time Simulation Environment for Multi-robot Systems. Lecture Notes in Computer Science, 2012, , 375-387.	1.3	21
247	Foggy perception slows us down. ELife, 2012, 1, e00031.	6.0	34
248	Funktionelle Prinzipien der Objekt- und Gesichtserkennung1. Springer-Lehrbuch, 2012, , 129-137.	0.0	1
249	Animations of Medical Training Scenarios in Immersive Virtual Environments. , 2011, , .		3
250	Velocity-dependent dynamic curvature gain for redirected walking. , 2011, , .		38
251	Going into depth: Evaluating 2D and 3D cues for object classification on a new, large-scale object dataset. , 2011, , .		51
252	Electrophysiological source analysis of passive self-motion., 2011,,.		3

#	Article	IF	CITATIONS
253	An evaluation of haptic cues on the tele-operator's perceptual awareness of multiple UAVs' environments. , 2011 , , .		2
254	A passivity-based decentralized approach for the bilateral teleoperation of a group of UAVs with switching topology. , $2011,$, .		54
255	Perceived Object Stability Depends on Multisensory Estimates of Gravity. PLoS ONE, 2011, 6, e19289.	2.5	21
256	Experiments of passivity-based bilateral aerial teleoperation of a group of UAVs with decentralized velocity synchronization. , 2011, , .		0
257	Bilateral teleoperation of multiple UAVs with decentralized bearing-only formation control. , 2011, , .		0
258	Measuring an operator's maneuverability performance in the haptic teleoperation of multiple robots. , 2011, , .		1
259	Evaluation of Direct and Indirect Haptic Aiding in an Obstacle Avoidance Task for Tele-Operated Systems. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2011, 44, 6472-6477.	0.4	8
260	Experiments of Direct and Indirect Haptic Aiding for Remotely Piloted Vehicles with a Mixed Wind Gust Rejection/Obstacle Avoidance Task. , $2011, \ldots$		4
261	The Influence of Motion System Characteristics on Pilot Control Behaviour., 2011,,.		0
262	Walk this way: Approaching bodies can influence the processing of faces. Cognition, 2011, 118, 17-31.	2.2	30
263	The effect of landmark and body-based sensory information on route knowledge. Memory and Cognition, 2011, 39, 686-699.	1.6	76
263 264	The effect of landmark and body-based sensory information on route knowledge. Memory and Cognition, 2011, 39, 686-699. Similarity and categorization: From vision to touch. Acta Psychologica, 2011, 138, 219-230.	1.6	76 27
	Cognition, 2011, 39, 686-699.		
264	Cognition, 2011, 39, 686-699. Similarity and categorization: From vision to touch. Acta Psychologica, 2011, 138, 219-230. Predicting direction detection thresholds for arbitrary translational acceleration profiles in the	1.5	27
264 265	Cognition, 2011, 39, 686-699. Similarity and categorization: From vision to touch. Acta Psychologica, 2011, 138, 219-230. Predicting direction detection thresholds for arbitrary translational acceleration profiles in the horizontal plane. Experimental Brain Research, 2011, 209, 95-107. It is all me: the effect of viewpoint on visual–vestibular recalibration. Experimental Brain Research,	1.5	27 63
264 265 266	Cognition, 2011, 39, 686-699. Similarity and categorization: From vision to touch. Acta Psychologica, 2011, 138, 219-230. Predicting direction detection thresholds for arbitrary translational acceleration profiles in the horizontal plane. Experimental Brain Research, 2011, 209, 95-107. It is all me: the effect of viewpoint on visual–vestibular recalibration. Experimental Brain Research, 2011, 213, 245-256. The effect of social context on the use of visual information. Experimental Brain Research, 2011, 214,	1.5 1.5	27 63 5
264 265 266 267	Cognition, 2011, 39, 686-699. Similarity and categorization: From vision to touch. Acta Psychologica, 2011, 138, 219-230. Predicting direction detection thresholds for arbitrary translational acceleration profiles in the horizontal plane. Experimental Brain Research, 2011, 209, 95-107. It is all me: the effect of viewpoint on visual–vestibular recalibration. Experimental Brain Research, 2011, 213, 245-256. The effect of social context on the use of visual information. Experimental Brain Research, 2011, 214, 273-284.	1.5 1.5 1.5	27 63 5

#	Article	IF	Citations
271	Admittance-Based Bilateral Teleoperation with Time Delay for an Unmanned Aerial Vehicle involved in an Obstacle Avoidance Task. , 2011 , , .		4
272	Measuring an operator's maneuverability performance in the haptic teleoperation of multiple robots. , 2011, , .		3
273	Cancelling biodynamic feedthrough requires a subject and task dependent approach. , 2011, , .		6
274	Bilateral teleoperation of multiple UAVs with decentralized bearing-only formation control. , $2011, \ldots$		21
275	Haptic teleoperation of multiple unmanned aerial vehicles over the internet., 2011,,.		50
276	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
277	The influence of avatar (self and character) animations on distance estimation, object interaction and locomotion in immersive virtual environments. , $2011, \dots$		62
278	Mechanical design and control of the new 7-DOF CyberMotion simulator., 2011,,.		3
279	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
280	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
281	Experiments of passivity-based bilateral aerial teleoperation of a group of UAVs with decentralized velocity synchronization. , $2011, , .$		10
282	Distributed online leader selection in the bilateral teleoperation of multiple UAVs., 2011,,.		18
283	Motion P3 demonstrates neural nature of motion ERPs., 2011, 2011, 3884-7.		5
284	The Role of Stereo Vision in Visual–Vestibular Integration. Seeing and Perceiving, 2011, 24, 453-470.	0.3	49
285	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
286	Dynamic Aspects of Face Processing in Humans. , 2011, , 575-596.		3
287	Maximum entropy inverse reinforcement learning in continuous state spaces with path integrals. , $2011, \ldots$		1
288	Multimodal Integration during Self-Motion in Virtual Reality. Frontiers in Neuroscience, 2011, , 603-628.	0.0	6

#	Article	IF	Citations
289	Multimodal Integration during Self-Motion in Virtual Reality. Frontiers in Neuroscience, 2011, , 603-628.	0.0	8
290	Talk to the Virtual Hands: Self-Animated Avatars Improve Communication in Head-Mounted Display Virtual Environments. PLoS ONE, 2011, 6, e25759.	2.5	52
291	Second-Order Relational Manipulations Affect Both Humans and Monkeys. PLoS ONE, 2011, 6, e25793.	2.5	8
292	The other-race effect is not ubiquitous. Journal of Vision, 2011, 11, 626-626.	0.3	1
293	Storing upright turns: how visual and vestibular cues interact during the encoding and recalling process. Experimental Brain Research, 2010, 200, 37-49.	1.5	12
294	Visual and haptic perceptual spaces show high similarity in humans. Journal of Vision, 2010, 10, 2-2.	0.3	42
295	The quick and the dead: when reaction beats intention. Proceedings of the Royal Society B: Biological Sciences, 2010, 277, 1667-1674.	2.6	27
296	The Thatcher illusion in humans and monkeys. Proceedings of the Royal Society B: Biological Sciences, 2010, 277, 2973-2981.	2.6	30
297	A novel framework for closed-loop robotic motion simulation - part II: Motion cueing design and experimental validation. , 2010, , .		13
298	Multidimensional scaling analysis of haptic exploratory procedures. ACM Transactions on Applied Perception, 2010, 7, $1-17$.	1.9	13
299	Egocentric distance judgments in a large screen display immersive virtual environment. , 2010, , .		29
300	Towards building a 4D morphable face model. , 2010, , .		0
301	Measuring unrestrained gaze on wall-sized displays. , 2010, , .		1
302	Simulating believable forward accelerations on a stewart motion platform. ACM Transactions on Applied Perception, 2010, 7, 1-27.	1.9	43
303	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
304	Face models from noisy 3D cameras. , 2010, , .		1
305	A novel framework for closed-loop robotic motion simulation - part I: Inverse kinematics design. , 2010, , .		15
306	A comparison of Direct and Indirect Haptic Aiding for Remotely Piloted Vehicles. , 2010, , .		22

#	Article	lF	Citations
307	Bayesian integration of visual and vestibular signals for heading. Journal of Vision, 2010, 10, 23-23.	0.3	198
308	Preliminary Evaluation of a Haptic Aiding Concept for Remotely Piloted Vehicles. Lecture Notes in Computer Science, 2010, , 418-425.	1.3	6
309	Eye and pointer coordination in search and selection tasks. , 2010, , .		32
310	How real is virtual reality really? Comparing spatial updating using pointing tasks in real and virtual environments. Journal of Vision, 2010, $1,321-321$.	0.3	4
311	Spatial updating in virtual environments: What are vestibular cues good for?. Journal of Vision, 2010, 2, 421-421.	0.3	1
312	Screen curvature does influence the perception of visually simulated ego-rotations. Journal of Vision, 2010, 3, 411-411.	0.3	1
313	Attentional networks and biological motion. Psihologija, 2010, 43, 5-20.	0.6	16
314	Implementation and Validation of a Model of the MPI Stewart Platform. , 2010, , .		2
315	Towards Artificial Systems: What Can We Learn from Human Perception?. Lecture Notes in Computer Science, 2010, , 1-3.	1.3	0
316	The involvement of parietal and prefrontal areas in human imitation revealed by fMRI adaptation. Journal of Vision, 2010, 3, 525-525.	0.3	0
317	Temporal properties of shape processing across visual areas: a combined fMRI and MEG study. Journal of Vision, 2010, 3, 266-266.	0.3	0
318	A relative encoding approach to modeling Spatiotemporal Boundary Formation. Journal of Vision, 2010, 2, 704-704.	0.3	1
319	Are motor effects of the Titchener / Ebbinghaus illusion artifacts?. Journal of Vision, 2010, 2, 724-724.	0.3	0
320	Matching and searching for moving faces. Journal of Vision, 2010, 3, 820-820.	0.3	0
321	Shape transformations and image-plane rotations in object categorization. Journal of Vision, 2010, 3, 506-506.	0.3	0
322	No visual dominance for remembered turns – Psychophysical experiments on the integration of visual and vestibular cues in virtual reality. Journal of Vision, 2010, 1, 188-188.	0.3	0
323	fMRI correlates of visual cue combination. Journal of Vision, 2010, 3, 850-850.	0.3	0
324	Integration of local features into visual shapes in the human visual cortex. Journal of Vision, 2010, 2, 491-491.	0.3	0

#	Article	lF	Citations
325	Recognition of Dynamic Facial Action Probed by Visual Adaptation. , 2010, , 47-66.		1
326	Markerless Tracking of Dynamic 3D Scans of Faces. , 2010, , 255-276.		0
327	Imagined Self-Motion Differs from Perceived Self-Motion: Evidence from a Novel Continuous Pointing Method. PLoS ONE, 2009, 4, e7793.	2.5	38
328	Acquisition of human EEG data during linear self-motion on a Stewart platform. , 2009, , .		10
329	Learning influences the encoding of static and dynamic faces and their recognition across different spatial frequencies. Visual Cognition, 2009, 17, 716-735.	1.6	21
330	Control design and experimental evaluation of the 2D CyberWalk platform. , 2009, , .		9
331	Learning illumination- and orientation-invariant representations of objects throughtemporal association. Journal of Vision, 2009, 9, 6-6.	0.3	32
332	Cross-Modal Transfer in Visual and Haptic Face Recognition. IEEE Transactions on Haptics, 2009, 2, 236-240.	2.7	16
333	Humans and Macaques Employ Similar Face-Processing Strategies. Current Biology, 2009, 19, 509-513.	3.9	112
334	Circular, linear, and curvilinear vection in a large-screen virtual environment with floor projection. Computers and Graphics, 2009, 33, 47-58.	2.5	45
335	Influence of the size of the field of view on motion perception. Computers and Graphics, 2009, 33, 139-146.	2.5	48
336	The role of attention on the integration of visual and inertial cues. Experimental Brain Research, 2009, 198, 287-300.	1.5	19
337	Measurement of instantaneous perceived self-motion using continuous pointing. Experimental Brain Research, 2009, 195, 429-444.	1.5	37
338	A multisensory approach to spatial updating: the case of mental rotations. Experimental Brain Research, 2009, 197, 59-68.	1.5	13
339	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
340	Towards Real-Time Aircraft Simulation with the MPI Motion Simulator. , 2009, , .		2
341	Markerless 3D Face Tracking. Lecture Notes in Computer Science, 2009, , 41-50.	1.3	7
342	Working Memory in Wayfinding—A Dual Task Experiment in a Virtual City. Cognitive Science, 2008, 32, 755-770.	1.7	125

#	Article	IF	Citations
343	Using morphs of familiar objects to examine how shape discriminability influences view sensitivity. Perception & Psychophysics, 2008, 70, 853-877.	2.3	10
344	Performance Measurements on the MPI Stewart Platform., 2008,,.		6
345	Learning System Dynamics: Transfer of Training in a Helicopter Hover Simulator. , 2008, , .		5
346	The integration of higher order form and motion by the human brain. Neurolmage, 2008, 42, 1529-1536.	4.2	22
347	Editorial. Network: Computation in Neural Systems, 2008, 19, 1-2.	3.6	O
348	Circular, Linear, and Curvilinear Vection in a Large-screen Virtual Environment with Floor Projection. , 2008, , .		4
349	Reply to Lages and Heron: Binocular 3D motion estimation. Proceedings of the National Academy of Sciences of the United States of America, 2008, 105, .	7.1	0
350	The prototype effect revisited: Evidence for an abstract feature model of face recognition. Journal of Vision, 2008, 8, 20.	0.3	26
351	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
352	A psychophysically calibrated controller for navigating through large environments in a limited free-walking space. , 2008, , .		50
353	Evaluating the perceptual realism of animated facial expressions. ACM Transactions on Applied Perception, 2008, 4, 1-20.	1.9	54
354	A full-body avatar improves egocentric distance judgments in an immersive virtual environment. , 2008, , .		43
355	A High-End Virtual Reality Setup for the Study of Mental Rotations. Presence: Teleoperators and Virtual Environments, 2008, 17, 365-375.	0.6	10
356	Tricking people into feeling like they are moving when they are not paying attention. , 2008, , .		13
357	Joint and individual walking in an immersive collaborative virtual environment. , 2008, , .		1
358	Probing dynamic human facial action recognition from the other side of the mean. , 2008, , .		1
359	The contribution of different facial regions to the recognition of conversational expressions. Journal of Vision, 2008, 8, 1-1.	0.3	117
360	Perceptual Robotics., 2008,, 1481-1498.		4

#	Article	IF	CITATIONS
361	Analyzing Perceptual Representations of Complex, Parametrically-Defined Shapes Using MDS. Lecture Notes in Computer Science, 2008, , 265-274.	1.3	2
362	Virtual Reality as a Valuable Research Tool for Investigating Different Aspects of Spatial Cognition. Lecture Notes in Computer Science, 2008, , 1-3.	1.3	5
363	Do HDR displays support LDR content?. ACM Transactions on Graphics, 2007, 26, 38.	7.2	144
364	The contributions of visual flow and locomotor cues to walked distance estimation in a virtual environment. , 2007, , .		2
365	Isovist Analysis Captures Properties of Space Relevant for Locomotion and Experience. Perception, 2007, 36, 1066-1083.	1.2	48
366	Psychophysical investigation of facial expressions using computer animated faces. , 2007, , .		13
367	Using 3D computer graphics for perception. , 2007, , .		4
368	Perception and prediction of simple object interactions., 2007,,.		17
369	Evaluation of real-world and computer-generated stylized facial expressions. ACM Transactions on Applied Perception, 2007, 4, 16.	1.9	29
370	Categorization of natural scenes. ACM Transactions on Applied Perception, 2007, 4, 19.	1.9	28
371	Redundancy reduction in 3D facial motion capture data for animation. , 2007, , .		0
372	Psychophysics for perception of (in)determinate art., 2007,,.		4
373	Virtual reality for the psychophysiological assessment of phobic fear: Responses during virtual tunnel driving Psychological Assessment, 2007, 19, 340-346.	1.5	92
374	Do HDR displays support LDR content?., 2007,,.		56
375	MPI Motion Simulator: Development and Analysis of a Novel Motion Simulator. , 2007, , .		46
376	The Role of Visual Cues and Whole-Body Rotation in Helicopter Hovering Control., 2007,,.		6
377	Identification of Pilot Control Behavior in a Roll-Lateral Helicopter Hover Task., 2007,,.		6
378	Control of a Lateral Helicopter Side-step Maneuver on an Anthropomorphic Robot., 2007,,.		7

#	Article	IF	Citations
379	Multimodal similarity and categorization of novel, three-dimensional objects. Neuropsychologia, 2007, 45, 484-495.	1.6	69
380	A Bayesian model of the disambiguation of gravitoinertial force by visual cues. Experimental Brain Research, 2007, 179, 263-290.	1.5	214
381	Spatial updating in virtual reality: the sufficiency of visual information. Psychological Research, 2007, 71, 298-313.	1.7	111
382	Object Recognition in Humans and Machines. , 2007, , 89-104.		4
383	Cognitive factors can influence self-motion perception (vection) in virtual reality. ACM Transactions on Applied Perception, 2006, 3, 194-216.	1.9	93
384	Accumulation and persistence of memory for natural scenes. Journal of Vision, 2006, 6, 2.	0.3	99
385	An advantage for detecting dynamic targets in natural scenes. Journal of Vision, 2006, 6, 8.	0.3	24
386	Comparing view sensitivity in shape discrimination with shape sensitivity in view discrimination. Perception & Psychophysics, 2006, 68, 655-673.	2.3	7
387	A search advantage for faces learned in motion. Experimental Brain Research, 2006, 171, 436-447.	1.5	80
388	The evaluation of stylized facial expressions. , 2006, , .		7
389	Image-based material editing. ACM Transactions on Graphics, 2006, 25, 654-663.	7.2	156
390	Semantic 3D motion retargeting for facial animation., 2006,,.		33
391	Image-based material editing., 2006,,.		31
392	Categorization of natural scenes. , 2006, , .		25
393	Classification of Faces in Man and Machine. Neural Computation, 2006, 18, 143-165.	2.2	33
394	Object feature validation using visual and haptic similarity ratings. ACM Transactions on Applied Perception, 2006, 3, 239-261.	1.9	18
395	Image-Based Recognition of Biological Motion, Scenes, and Objects. , 2006, , 146-176.		4
396	Funktionelle Prinzipien der Objekt-und Gesichtserkennung., 2006,, 107-116.		1

#	Article	IF	CITATIONS
397	Perceiving simulated ego-motions in virtual reality: comparing large screen displays with HMDs., 2005,		21
398	Low-Level Image Cues in the Perception of Translucent Materials. ACM Transactions on Applied Perception, 2005, 2, 346-382.	1.9	158
399	3D shape perception from combined depth cues in human visual cortex. Nature Neuroscience, 2005, 8, 820-827.	14.8	154
400	Similar cortical correlates underlie visual object identification and orientation judgment. Neuropsychologia, 2005, 43, 2101-2108.	1.6	15
401	Visual, haptic and crossmodal recognition of scenes. Experimental Brain Research, 2005, 161, 233-242.	1.5	99
402	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
403	The dynamics of visual pattern masking in natural scene processing: A magnetoencephalography study. Journal of Vision, 2005, 5, 10.	0.3	33
404	Is prior knowledge of object geometry used in visually guided reaching?. Journal of Vision, 2005, 5, 2-2.	0.3	25
405	Learning from humans: Computational modeling of face recognition. Network: Computation in Neural Systems, 2005, 16, 401-418.	3.6	21
406	Recognizing novel deforming objects., 2005,,.		3
407	Visual cues can be sufficient for triggering automatic, reflexlike spatial updating. ACM Transactions on Applied Perception, 2005, 2, 183-215.	1.9	53
408	Psychophysical evaluation of animated facial expressions. , 2005, , .		17
409	Image-based material editing. , 2005, , .		3
410	Manipulating Video Sequences to Determine the Components of Conversational Facial Expressions. ACM Transactions on Applied Perception, 2005, 2, 251-269.	1.9	37
411	A similarity-based approach to perceptual feature validation. , 2005, , .		1
412	Scene consistency and spatial presence increase the sensation of self-motion in virtual reality. , 2005, , .		25
413	The role of external features for person recognition. , 2005, , .		0
414	Measuring vection in a large screen virtual environment. , 2005, , .		11

#	Article	IF	Citations
415	Orientation Congruency Effects for Familiar Objects. Psychological Science, 2005, 16, 214-221.	3.3	51
416	Effects of rearranged vision on event-related lateralizations of the EEG during pointing. Biological Psychology, 2005, 68, 15-39.	2.2	7
417	View dependence of complex versus simple facial motions. , 2004, , .		9
418	Perceiving translucent materials. , 2004, , .		20
419	The role of image size in the recognition of conversational facial expressions. Computer Animation and Virtual Worlds, 2004, 15, 305-310.	1.2	11
420	Effects of rearranged vision on event-related lateralizations of the EEG during pointing. Biological Psychology, 2004, 68, 15-15.	2.2	0
421	Merging the senses into a robust percept. Trends in Cognitive Sciences, 2004, 8, 162-169.	7.8	1,482
422	The Perceptual Influence of Spatiotemporal Noise on the Reconstruction of Shape from Dynamic Occlusion. Lecture Notes in Computer Science, 2004, , 407-414.	1.3	1
423	Computational Modeling of Face Recognition Based on Psychophysical Experiments. Swiss Journal of Psychology, 2004, 63, 207-215.	0.9	17
424	Grasp effects of the Ebbinghaus illusion: obstacle avoidance is not the explanation. Experimental Brain Research, 2003, 149, 470-477.	1.5	114
425	Perceptual Organization of Local Elements into Global Shapes in the Human Visual Cortex. Current Biology, 2003, 13, 342-349.	3.9	225
426	The use of facial motion and facial form during the processing of identity. Vision Research, 2003, 43, 1921-1936.	1.4	154
427	Representation of the Perceived 3-D Object Shape in the Human Lateral Occipital Complex. Cerebral Cortex, 2003, 13, 911-920.	2.9	186
428	Interactions between View Changes and Shape Changes in Picture–Picture Matching. Perception, 2003, 32, 1465-1498.	1.2	20
429	A Chimeric Point-Light Walker. Perception, 2003, 32, 377-383.	1.2	15
430	Visuomotor Control in Flies and Behavior â€" based Agents. Studies in Fuzziness and Soft Computing, 2003, , 89-117.	0.8	1
431	Extrinsic cues aid shape recognition from novel viewpoints. Journal of Vision, 2003, 3, 1-1.	0.3	19
432	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

#	Article	IF	Citations
433	Gaze-eccentricity effects on road position and steering Journal of Experimental Psychology: Applied, 2002, 8, 247-258.	1.2	25
434	Effects of pointing direction and direction predictability on event-related lateralizations of the EEG. Human Movement Science, 2002, 21, 75-98.	1.4	20
435	Categorical perception of familiar objects. Cognition, 2002, 85, 113-143.	2.2	63
436	An Unexpected Role for Visual Feedback in Vehicle Steering Control. Current Biology, 2002, 12, 295-299.	3.9	60
437	Object-selective responses in the human motion area MT/MST. Nature Neuroscience, 2002, 5, 17-18.	14.8	114
438	Biologically Motivated Computer Vision. Lecture Notes in Computer Science, 2002, , .	1.3	54
439	Automatic Synthesis of Sequences of Human Movements by Linear Combination of Learned Example Patterns. Lecture Notes in Computer Science, 2002, , 538-547.	1.3	5
440	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
441	Gaze-eccentricity effects on road position and steering Journal of Experimental Psychology: Applied, 2002, 8, 247-258.	1.2	15
442	Driving in the future: Temporal visuomotor adaptation and generalization. Journal of Vision, 2001, 1, 3.	0.3	58
443	Vision and Action in Virtual Environments: Modern Psychophysics in Spatial Cognition Research. , 2001, , 233-252.		15
444	Artificial systems as models in biological cybernetics. Behavioral and Brain Sciences, 2001, 24, 1071-1072.	0.7	6
445	A Prior for Global Convexity in Local Shape-from-Shading. Perception, 2001, 30, 403-410.	1.2	122
446	Effects of visual illusions on grasping. Journal of Experimental Psychology: Human Perception and Performance, 2001, 27, 1124-1144.	0.9	217
447	Detection of animals in natural images using far peripheral vision. European Journal of Neuroscience, 2001, 14, 869-876.	2.6	171
448	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
449	Viewpoint Dependence in Visual and Haptic Object Recognition. Psychological Science, 2001, 12, 37-42.	3.3	231
450	Insect Inspired Visual Control of Translatory Flight. Lecture Notes in Computer Science, 2001, , 627-636.	1.3	54

#	Article	IF	Citations
451	Effects of visual illusions on grasping Journal of Experimental Psychology: Human Perception and Performance, 2001, 27, 1124-1144.	0.9	61
452	Depth Discrimination from Shading under Diffuse Lighting. Perception, 2000, 29, 649-660.	1.2	122
453	Touch can change visual slant perception. Nature Neuroscience, 2000, 3, 69-73.	14.8	211
454	Neuronal representation of object orientation. Neuropsychologia, 2000, 38, 1235-1241.	1.6	75
455	Perception, representation and recognition: A holistic view of recognition. Spatial Vision, 2000, 13, 265-275.	1.4	14
456	Grasping Visual Illusions: No Evidence for a Dissociation Between Perception and Action. Psychological Science, 2000, 11, 20-25.	3.3	530
457	What's Scene and Not Seen: Influences of Movement and Task Upon What We See. Visual Cognition, 2000, 7, 175-190.	1.6	67
458	Using Realistic Virtual Environments in the Study of Spatial Encoding. Lecture Notes in Computer Science, 2000, , 317-332.	1.3	5
459	The Perception of Spatial Layout in a Virtual World. Lecture Notes in Computer Science, 2000, , 10-19.	1.3	6
460	Effects of parametric manipulation of inter-stimulus similarity on 3D object categorization. Spatial Vision, 1999, 12, 107-123.	1.4	13
461	On robots and flies: Modeling the visual orientation behavior of flies. Robotics and Autonomous Systems, 1999, 29, 227-242.	5.1	67
462	View dependence in scene recognition after active learning. Memory and Cognition, 1999, 27, 996-1007.	1.6	168
463	Learning to recognize objects. Trends in Cognitive Sciences, 1999, 3, 22-31.	7.8	175
464	Object Recognition in Man, Monkey, and Machine edited by Michael J. Tarr and Heinrich H. Bülthoff. Trends in Cognitive Sciences, 1999, 3, 401.	7.8	1
465	What Object Attributes Determine Canonical Views?. Perception, 1999, 28, 575-599.	1.2	182
466	Learning View Graphs for Robot Navigation. Autonomous Robots, 1998, 5, 111-125.	4.8	149
467	Top-down influences on stereoscopic depth-perception. Nature Neuroscience, 1998, 1, 254-257.	14.8	156
468	Image-based object recognition in man, monkey and machine. Cognition, 1998, 67, 1-20.	2.2	348

#	Article	IF	Citations
469	Where did I take that snapshot? Scene-based homing by image matching. Biological Cybernetics, 1998, 79, 191-202.	1.3	177
470	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
471	How is bilateral symmetry of human faces used for recognition of novel views?. Vision Research, 1998, 38, 79-89.	1.4	80
472	Why the visual recognition system might encode the effects of illumination. Vision Research, 1998, 38, 2259-2275.	1.4	76
473	Stimulus-specific effects in face recognition over changes in viewpoint. Vision Research, 1998, 38, 2351-2363.	1.4	135
474	Tele-experimentsexperiments on spatial cognition using VRML-based multimedia. , 1998, , .		1
475	An Introduction to Object Recognition. Zeitschrift Fur Naturforschung - Section C Journal of Biosciences, 1998, 53, 610-621.	1.4	9
476	Behavioral experiments in spatial cognition using virtual reality. Lecture Notes in Computer Science, 1998, , 447-467.	1.3	23
477	Navigation mit Schnappschýssen. Informatik Aktuell, 1998, , 421-428.	0.6	0
478	Learning View Graphs for Robot Navigation. , 1998, , 111-125.		1
479	Learning view graphs for robot navigation. , 1997, , .		21
480	The view-graph approach to visual navigation and spatial memory. Lecture Notes in Computer Science, 1997, , 751-756.	1.3	7
481	To What Extent Do Unique Parts Influence Recognition Across Changes in Viewpoint?. Psychological Science, 1997, 8, 282-289.	3.3	147
482	Sex Classification is Better with Three-Dimensional Head Structure Than with Image Intensity Information. Perception, 1997, 26, 75-84.	1.2	133
483	Modeling obstacle avoidance behavior of flies using an adaptive autonomous agent. Lecture Notes in Computer Science, 1997, , 709-714.	1.3	3
484	Face recognition under varying poses: The role of texture and shape. Vision Research, 1996, 36, 1761-1771.	1.4	369
485	Phenomenal Competition for Poses of the Human Head. Perception, 1996, 25, 367-368.	1.2	3
486	A psychophysical and computational analysis of intensity-based stereo. Biological Cybernetics, 1996, 75, 187-198.	1.3	11

#	Article	IF	CITATIONS
487	Comparison of view-based object recognition algorithms using realistic 3D models. Lecture Notes in Computer Science, 1996, , 251-256.	1.3	107
488	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
489	An integrated approach to the study of object features in visual recognition. Network: Computation in Neural Systems, 1995, 6, 603-618.	3.6	O
490	Human stereovision without localized image features. Biological Cybernetics, 1995, 72, 279-293.	1.3	21
491	How Are Three-Dimensional Objects Represented in the Brain?. Cerebral Cortex, 1995, 5, 247-260.	2.9	300
492	An integrated approach to the study of object features in visual recognition. Network: Computation in Neural Systems, 1995, 6, 603-618.	3.6	0
493	Human stereovision without localized image features. Biological Cybernetics, 1995, 72, 279-293.	1.3	5
494	The importance of symmetry and virtual views in three-dimensional object recognition. Current Biology, 1994, 4, 18-23.	3.9	126
495	View-dependent object recognition by monkeys. Current Biology, 1994, 4, 401-414.	3.9	316
496	Separate neural pathways for the visual analysis of object shape in perception and prehension. Current Biology, 1994, 4, 604-610.	3.9	513
497	Shape from texture: Ideal observers and human psychophysics. Vision Research, 1993, 33, 1723-1737.	1.4	109
498	Interaction between Transparency and Structure from Motion. Neural Computation, 1992, 4, 573-589.	2.2	32
499	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
500	<title>Space-time tradeoffs for adaptive real-time tracking</title> ., 1992,,.		2
501	Orientation dependence in the recognition of familiar and novel views of three-dimensional objects. Vision Research, 1992, 32, 2385-2400.	1.4	436
502	Shape from specularities: computation and psychophysics. Philosophical Transactions of the Royal Society B: Biological Sciences, 1991, 331, 237-252.	4.0	83
503	Perceived Depth Scales with Disparity Gradient. Perception, 1991, 20, 145-153.	1.2	37
504	Stereo integration, mean field theory and psychophysics. Network: Computation in Neural Systems, 1991, 2, 423-442.	3.6	18

#	Article	IF	Citations
505	Inverse perspective mapping simplifies optical flow computation and obstacle detection. Biological Cybernetics, 1991, 64, 177-185.	1.3	272
506	Stereo integration, mean field theory and psychophysics. Network: Computation in Neural Systems, 1991, 2, 423-442.	3.6	24
507	Does the brain know the physics of specular reflection?. Nature, 1990, 343, 165-168.	27.8	181
508	A parallel algorithm for real-time computation of optical flow. Nature, 1989, 337, 549-553.	27.8	154
509	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
510	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
511	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
512	GABA-antagonist inverts movement and object detection in flies. Brain Research, 1987, 407, 152-158.	2.2	17
513	Combining neuropharmacology and behavior to study motion detection in flies. Biological Cybernetics, 1987, 55, 313-320.	1.3	8
514	Combining neuropharmacology and behavior to study motion detection in flies. Biological Cybernetics, 1987, 55, 313-320.	1.3	6
515	Deoxyglucose mapping of nervous activity induced inDrosophila brain by visual movement. Journal of Comparative Physiology A: Neuroethology, Sensory, Neural, and Behavioral Physiology, 1986, 158, 195-202.	1.6	6
516	Deoxyglucose mapping of nervous activity induced inDrosophila brain by visual movement. Journal of Comparative Physiology A: Neuroethology, Sensory, Neural, and Behavioral Physiology, 1985, 156, 25-34.	1.6	13
517	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
518	Identification of [3H]deoxyglucose-labelled interneurons in the fly from serial autoradiographs. Brain Research, 1984, 305, 384-388.	2.2	16
519	Three-Dimensional Reconstruction and Stereoscopic Display of Neurons in the Fly Visual System. Springer Series in Experimental Entomology, 1983, , 183-205.	0.7	10
520	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
521	Drosophila mutants disturbed in visual orientation. Biological Cybernetics, 1982, 45, 63-70.	1.3	17
522	Drosophila mutants disturbed in visual orientation. Biological Cybernetics, 1982, 45, 71-77.	1.3	24

#	Article	IF	CITATIONS
523	Tracking and chasing in houseflies (Musca). Biological Cybernetics, 1982, 45, 123-130.	1.3	107
524	Figure-ground discrimination in the visual system of Drosophila melanogaster. Biological Cybernetics, 1981, 41, 139-145.	1.3	16
525	Analogous motion illusion in man and fly. Nature, 1979, 278, 636-638.	27.8	28
526	A parallel motion algorithm consistent with psychophysics and physiology. , 0, , .		2
527	Modeling human visual object recognition. , 0, , .		5
528	View-based dynamic object recognition based on human perception. , 0, , .		15
529	How believable are real faces? Towards a perceptual basis for conversational animation. , 0, , .		11
530	A Comparison of Visual and Haptic Object Representations Based on Similarity. , 0, , .		1
531	A Psychophysical Examination of Swinging Rooms, Cylindrical Virtual Reality Setups, and Characteristic Trajectories., 0, , .		4
532	Multimodal Categorization. , 0, , 488-501.		0
533	Bilateral Teleoperation of Groups of UAVs with Decentralized Connectivity Maintenance., 0,,.		17
534	Rigidity Maintenance Control for Multi-Robot Systems. , 0, , .		44
535	Human-Centered Fidelity Metrics for Virtual Environment Simulations. , 0, , .		4