

David Pickup

List of Publications by Year in descending order

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Version: 2024-02-01

7
papers

103
citations

1683354

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1872312

6
g-index

7
all docs

7
docs citations

7
times ranked

95
citing authors

#	ARTICLE	IF	CITATIONS
1	Water Surface Modeling from a Single Viewpoint Video. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1242-1251.	2.9	29
2	Euclidean-distance-based canonical forms for non-rigid 3D shape retrieval. Pattern Recognition, 2015, 48, 2500-2512.	5.1	27
3	Abstract Art by Shape Classification. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1252-1263.	2.9	13
4	Skeleton-based canonical forms for non-rigid 3D shape retrieval. Computational Visual Media, 2016, 2, 231-243.	10.8	13
5	Reconstructing Mass-Conserved Water Surfaces Using Shape from Shading and Optical Flow. Lecture Notes in Computer Science, 2011, , 189-201.	1.0	10
6	Realtime Video Based Water Surface Approximation. , 2011, , .		6
7	An evaluation of canonical forms for non-rigid 3D shape retrieval. Graphical Models, 2018, 97, 17-29.	1.1	5