

# Sergio Orts-Escolano

## List of Publications by Year in descending order

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54  
papers

1,709  
citations

516710

16  
h-index

289244

40  
g-index

55  
all docs

55  
docs citations

55  
times ranked

1825  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Review on Deep Learning Techniques for Video Prediction. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, 44, 2806-2826.	13.9	88
2	3DSliceLeNet: Recognizing 3D Objects Using a Slice-Representation. IEEE Access, 2022, 10, 15378-15392.	4.2	0
3	COMBAHO: A deep learning system for integrating brain injury patients in society. Pattern Recognition Letters, 2020, 137, 80-90.	4.2	2
4	Enhancing perception for the visually impaired with deep learning techniques and low-cost wearable sensors. Pattern Recognition Letters, 2020, 137, 27-36.	4.2	44
5	An sEMG-Controlled 3D Game for Rehabilitation Therapies: Real-Time Time Hand Gesture Recognition Using Deep Learning Techniques. Sensors, 2020, 20, 6451.	3.8	46
6	Machine Learning Techniques for Assistive Robotics. Electronics (Switzerland), 2020, 9, 821.	3.1	2
7	A visually realistic grasping system for object manipulation and interaction in virtual reality environments. Computers and Graphics, 2019, 83, 77-86.	2.5	25
8	UASOL, a large-scale high-resolution outdoor stereo dataset. Scientific Data, 2019, 6, 162.	5.3	10
9	Inferring Static Hand Poses from a Low-Cost Non-Intrusive sEMG Sensor. Sensors, 2019, 19, 371.	3.8	37
10	Accurate and efficient 3D hand pose regression for robot hand teleoperation using a monocular RGB camera. Expert Systems With Applications, 2019, 136, 327-337.	7.6	32
11	Evaluation of different chrominance models in the detection and reconstruction of faces and hands using the growing neural gas network. Pattern Analysis and Applications, 2019, 22, 1667-1685.	4.6	6
12	Large-scale multiview 3D hand pose dataset. Image and Vision Computing, 2019, 81, 25-33.	4.5	39
13	An augmented reality application for improving shopping experience in large retail stores. Virtual Reality, 2019, 23, 281-291.	6.1	51
14	Interactive 3D object recognition pipeline on mobile GPGPU computing platforms using low-cost RGB-D sensors. Journal of Real-Time Image Processing, 2018, 14, 585-604.	3.5	11
15	Bioinspired point cloud representation: 3D object tracking. Neural Computing and Applications, 2018, 29, 663-672.	5.6	5
16	Fast 2D/3D object representation with growing neural gas. Neural Computing and Applications, 2018, 29, 903-919.	5.6	13
17	A New Dataset and Performance Evaluation of a Region-Based CNN for Urban Object Detection. Electronics (Switzerland), 2018, 7, 301.	3.1	18
18	A survey on deep learning techniques for image and video semantic segmentation. Applied Soft Computing Journal, 2018, 70, 41-65.	7.2	906

#	ARTICLE	IF	CITATIONS
19	Interactive light source position estimation for augmented reality with an RGB-D camera. <i>Computer Animation and Virtual Worlds</i> , 2017, 28, e1686.	1.2	9
20	Evaluation of sampling method effects in 3D non-rigid registration. <i>Neural Computing and Applications</i> , 2017, 28, 953-967.	5.6	11
21	Object recognition in noisy RGB-D data using GNG. <i>Pattern Analysis and Applications</i> , 2017, 20, 1061-1076.	4.6	5
22	Multi-sensor 3D object dataset for object recognition with full pose estimation. <i>Neural Computing and Applications</i> , 2017, 28, 941-952.	5.6	9
23	A robotic platform for customized and interactive rehabilitation of persons with disabilities. <i>Pattern Recognition Letters</i> , 2017, 99, 105-113.	4.2	17
24	Pedestrian Movement Direction Recognition Using Convolutional Neural Networks. <i>IEEE Transactions on Intelligent Transportation Systems</i> , 2017, 18, 3540-3548.	8.0	53
25	A study of the effect of noise and occlusion on the accuracy of convolutional neural networks applied to 3D object recognition. <i>Computer Vision and Image Understanding</i> , 2017, 164, 124-134.	4.7	13
26	Real time motion estimation using a neural architecture implemented on GPUs. <i>Journal of Real-Time Image Processing</i> , 2016, 11, 731-749.	3.5	10
27	3DCOMET: 3D compression methods test dataset. <i>Robotics and Autonomous Systems</i> , 2016, 75, 550-557.	5.1	5
28	3D Surface Reconstruction of Noisy Point Clouds Using Growing Neural Gas: 3D Object/Scene Reconstruction. <i>Neural Processing Letters</i> , 2016, 43, 401-423.	3.2	19
29	Processing point cloud sequences with Growing Neural Gas. , 2015, , .		5
30	Self-Organizing Activity Description Map to represent and classify human behaviour. , 2015, , .		8
31	Non-rigid point set registration using color and data downsampling. , 2015, , .		5
32	3D model reconstruction using neural gas accelerated on GPU. <i>Applied Soft Computing Journal</i> , 2015, 32, 87-100.	7.2	5
33	Real-time 3D semi-local surface patch extraction using GPGPU. <i>Journal of Real-Time Image Processing</i> , 2015, 10, 647-666.	3.5	6
34	Optimized Representation of 3D Sequences Using Neural Networks. <i>Lecture Notes in Computer Science</i> , 2015, , 251-260.	1.3	0
35	A Comparative Study of Downsampling Techniques for Non-rigid Point Set Registration Using Color. <i>Lecture Notes in Computer Science</i> , 2015, , 281-290.	1.3	2
36	Parallel Computational Intelligence-Based Multi-Camera Surveillance System. <i>Journal of Sensor and Actuator Networks</i> , 2014, 3, 95-112.	3.9	6

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37	A Comparative Study of Registration Methods for RGB-D Video of Static Scenes. Sensors, 2014, 14, 8547-8576.	3.8	32
38	3D Maps Representation Using GNG. Mathematical Problems in Engineering, 2014, 2014, 1-11.	1.1	2
39	Geometric 3D point cloud compression. Pattern Recognition Letters, 2014, 50, 55-62.	4.2	58
40	3D maps representation using GNG. , 2014, , .		4
41	3D colour object reconstruction based on Growing Neural Gas. , 2014, , .		8
42	3D-based reconstruction using growing neural gas landmark: application to rapid prototyping in shoe last manufacturing. International Journal of Advanced Manufacturing Technology, 2013, 69, 657-668.	3.0	3
43	3D Hand Pose Estimation with Neural Networks. Lecture Notes in Computer Science, 2013, , 504-512.	1.3	0
44	Point cloud data filtering and downsampling using growing neural gas. , 2013, , .		27
45	Improving drug discovery using a neural networks based parallel scoring function. , 2013, , .		0
46	3D gesture recognition with growing neural gas. , 2013, , .		0
47	Improving 3D Keypoint Detection from Noisy Data Using Growing Neural Gas. Lecture Notes in Computer Science, 2013, , 480-487.	1.3	5
48	A Review of Registration Methods on Mobile Robots. , 2013, , 140-153.		0
49	Computer Vision Applications of Self-Organizing Neural Networks. , 2013, , 129-138.		0
50	Autonomous Growing Neural Gas for applications with time constraint: Optimal parameter estimation. Neural Networks, 2012, 32, 196-208.	5.9	25
51	GPGPU implementation of growing neural gas: Application to 3D scene reconstruction. Journal of Parallel and Distributed Computing, 2012, 72, 1361-1372.	4.1	9
52	Multi-GPU based camera network system keeps privacy using growing neural gas. , 2012, , .		0
53	Fast Image Representation with GPU-Based Growing Neural Gas. Lecture Notes in Computer Science, 2011, , 58-65.	1.3	6
54	Video and Image Processing with Self-Organizing Neural Networks. Lecture Notes in Computer Science, 2011, , 98-104.	1.3	4