

Maarten Vergauwen

List of Publications by Year in Descending Order

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

61
papers

1,328
citations

15
h-index

35
g-index

72
ext. papers

1,570
ext. citations

3.3
avg, IF

4.57
L-index

#	Paper	IF	Citations
61	Point Cloud Validation: On the Impact of Laser Scanning Technologies on the Semantic Segmentation for BIM Modeling and Evaluation. <i>Remote Sensing</i> , 2022 , 14, 582	5	5
60	A Generative and Entropy-Based Registration Approach for the Reassembly of Ancient Inscriptions. <i>Remote Sensing</i> , 2022 , 14, 6	5	
59	Two-Step Alignment of Mixed Reality Devices to Existing Building Data. <i>Remote Sensing</i> , 2022 , 14, 2680	5	2
58	Processing existing building geometry for reuse as Linked Data. <i>Automation in Construction</i> , 2020 , 115, 103180	9.6	4
57	Topology Reconstruction of BIM Wall Objects from Point Cloud Data. <i>Remote Sensing</i> , 2020 , 12, 1800	5	10
56	Geo-Registering Consecutive Construction Site Recordings Using a Pre-Registered Reference Module. <i>Remote Sensing</i> , 2020 , 12, 1928	5	2
55	3D Laser scanning for FEM-based deformation analysis of a reconstructed masonry vault 2020 , 137-144		
54	Comparison of 2D and 3D wall reconstruction algorithms from point cloud data for as-built BIM. <i>Journal of Information Technology in Construction</i> , 2020 , 25, 173-192	2.5	9
53	Drift Invariant Metric Quality Control of Construction Sites Using BIM and Point Cloud Data. <i>ISPRS International Journal of Geo-Information</i> , 2020 , 9, 545	2.9	5
52	Unsupervised reconstruction of Building Information Modeling wall objects from point cloud data. <i>Automation in Construction</i> , 2020 , 120, 103338	9.6	17
51	Vision-Based Methodology for Characterizing the Flow of a High-Density Crowd on Footbridges: Strategy and Application. <i>Infrastructures</i> , 2020 , 5, 51	2.6	3
50	Low-Complexity Design and Validation of Wireless Motion Sensor Node to Support Physiotherapy. <i>Sensors</i> , 2020 , 20,	3.8	1
49	Manhole Cover Detection on Rasterized Mobile Mapping Point Cloud Data Using Transfer Learned Fully Convolutional Neural Networks. <i>Remote Sensing</i> , 2020 , 12, 3820	5	5
48	Point Cloud vs. Mesh Features for Building Interior Classification. <i>Remote Sensing</i> , 2020 , 12, 2224	5	13
47	A Hybrid Approach to Reassemble Ancient Decorated Block Fragments through a 3D Puzzling Engine. <i>Remote Sensing</i> , 2020 , 12, 2526	5	2
46	Towards the Semantic Enrichment of Existing Online 3D Building Geometry to Publish Linked Building Data. <i>Communications in Computer and Information Science</i> , 2019 , 134-148	0.3	1
45	Numerical Analysis of Settlement-Induced Damage to a Masonry Church Nave Wall. <i>RILEM Bookseries</i> , 2019 , 853-861	0.5	2

44	Clustering of Wall Geometry from Unstructured Point Clouds Using Conditional Random Fields. <i>Remote Sensing</i> , 2019 , 11, 1586	5	10
43	Including widespread geometry formats in semantic graphs using RDF literals 2019 ,		5
42	Semi-automated Creation of Accurate FE Meshes of Heritage Masonry Walls from Point Cloud Data. <i>RILEM Bookseries</i> , 2019 , 305-314	0.5	7
41	Including widespread geometry schemas into Linked Data-based BIM applied to built heritage. <i>Proceedings of the Institution of Civil Engineers - Smart Infrastructure and Construction</i> , 2019 , 172, 34-51	0.5	1
40	Classification of sensor independent point cloud data of building objects using random forests. <i>Journal of Building Engineering</i> , 2019 , 21, 468-477	5.2	36
39	A novel workflow to combine BIM and linked data for existing buildings 2018 , 347-354		3
38	V4Design for Enhancing Architecture and Video Game Creation 2018 ,		3
37	An Overview of Innovative Heritage Deliverables Based on Remote Sensing Techniques. <i>Remote Sensing</i> , 2018 , 10, 1607	5	8
36	Panoramic Image Application for Cultural Heritage. <i>Lecture Notes in Computer Science</i> , 2018 , 386-395	0.9	0
35	Automated Semantic Labelling of 3D Vector Models for Scan-to-BIM 2016 ,		4
34	Implementation of Scan-to-BIM and FEM for the Documentation and Analysis of Heritage Timber Roof Structures. <i>Lecture Notes in Computer Science</i> , 2016 , 79-90	0.9	15
33	WEAR++: 3D model driven camera tracking on board the International Space Station 2011 ,		1
32	3D Reconstruction from Multiple Images Part 1: Principles. <i>Foundations and Trends in Computer Graphics and Vision</i> , 2008 , 4, 287-404	12	54
31	2007 ,		9
30	Web-based 3D Reconstruction Service. <i>Machine Vision and Applications</i> , 2006 , 17, 411-426	2.8	121
29	Combining image and model based rendering of an archaeological site. <i>Signal Processing: Image Communication</i> , 2005 , 20, 891-906	2.8	2
28	Visual Modeling with a Hand-Held Camera. <i>International Journal of Computer Vision</i> , 2004 , 59, 207-232	10.6	524
27	A micro-rover navigation and control system for autonomous planetary exploration. <i>Advanced Robotics</i> , 2004 , 18, 285-314	1.7	1

26	A stereo-vision system for support of planetary surface exploration. <i>Machine Vision and Applications</i> , 2003 , 14, 5-14	2.8	26
25	. <i>IEEE Computer Graphics and Applications</i> , 2003 , 23, 20-27	1.7	27
24	2003 ,		1
23	A Hierarchical Symmetric Stereo Algorithm Using Dynamic Programming. <i>International Journal of Computer Vision</i> , 2002 , 47, 275-285	10.6	55
22	Image-based 3D acquisition of archaeological heritage and applications 2001 ,		27
21	Augmented Reality Using Uncalibrated Video Sequences. <i>Lecture Notes in Computer Science</i> , 2001 , 144-160		22
20	A Stereo Vision System for Support of Planetary Surface Exploration. <i>Lecture Notes in Computer Science</i> , 2001 , 298-312	0.9	5
19	Vision on Conservation: Virterf 2001 , 125-132		5
18	Virtual Models from Video and Vice-Versa 2001 , 11-22		4
17	Three-dimensional scene reconstruction from images 2000 , 3958, 215		22
16	Automated reconstruction of 3D scenes from sequences of images. <i>ISPRS Journal of Photogrammetry and Remote Sensing</i> , 2000 , 55, 251-267	11.8	101
15	Metric 3D Surface Reconstruction from Uncalibrated Image Sequences. <i>Lecture Notes in Computer Science</i> , 1998 , 139-154	0.9	40
14	Flexible 3D acquisition with a monocular camera		5
13	A hierarchical stereo algorithm using dynamic programming		4
12	Hand-held acquisition of 3D models with a video camera		22
11	IFCWALL RECONSTRUCTION FROM UNSTRUCTURED POINT CLOUDS. <i>ISPRS Annals of the Photogrammetry, Remote Sensing and Spatial Information Sciences</i> , IV-2, 33-39		8
10	AUTOMATED CLASSIFICATION OF HERITAGE BUILDINGS FOR AS-BUILT BIM USING MACHINE LEARNING TECHNIQUES. <i>ISPRS Annals of the Photogrammetry, Remote Sensing and Spatial Information Sciences</i> , IV-2/W2, 25-30		21
9	PUZZLING ENGINE: A DIGITAL PLATFORM TO AID THE REASSEMBLING OF FRACTURED FRAGMENTS. <i>International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives</i> , XLII-2/W15, 563-570	2.5	3

8	THEORETICAL ACCURACY PREDICTION AND VALIDATION OF LOW-END AND HIGH-END MOBILE MAPPING SYSTEM IN URBAN, RESIDENTIAL AND RURAL AREAS. <i>International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives,XLII-2/W18, 121-128</i>	2.5	3
7	SEGMENTATION OF LARGE UNSTRUCTURED POINT CLOUDS USING OCTREE-BASED REGION GROWING AND CONDITIONAL RANDOM FIELDS. <i>International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives,XLII-2/W8, 25-30</i>	2.5	14
6	SCAN-TO-BIM OUTPUT VALIDATION: TOWARDS A STANDARDIZED GEOMETRIC QUALITY ASSESSMENT OF BUILDING INFORMATION MODELS BASED ON POINT CLOUDS. <i>International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives ,XLII-2/W8, 45-52</i>	2.5	7
5	CLUSTERING OF WALL GEOMETRY FROM UNSTRUCTURED POINT CLOUDS. <i>International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives,XLII-2/W9, 101-108</i>	2.5	2
4	PERCENTAGE OF COMPLETION OF IN-SITU CAST CONCRETE WALLS USING POINT CLOUD DATA AND BIM. <i>International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives,XLII-5/W2, 21-28</i>	2.5	4
3	IMMERSIVE VISUALISATION OF CONSTRUCTION SITE POINT CLOUD DATA, MESHES AND BIM MODELS IN A VR ENVIRONMENT USING A GAMING ENGINE. <i>International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives,XLII-5/W2, 77-83</i>	2.5	6
2	STANDALONE TERRESTRIAL LASER SCANNING FOR EFFICIENTLY CAPTURING AEC BUILDINGS FOR AS-BUILT BIM. <i>ISPRS Annals of the Photogrammetry, Remote Sensing and Spatial Information Sciences ,III-6, 49-55</i>		4
1	BIM RECONSTRUCTION: AUTOMATED PROCEDURAL MODELING FROM POINT CLOUD DATA. <i>International Archives of the Photogrammetry, Remote Sensing and Spatial Information Sciences - ISPRS Archives,XLII-2/W17, 53-60</i>	2.5	2