

Petros Daras

List of Publications by Year in descending order

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256
papers

3,724
citations

186265

28
h-index

233421

45
g-index

263
all docs

263
docs citations

263
times ranked

3062
citing authors

#	ARTICLE	IF	CITATIONS
1	Social media interaction and analytics for enhanced educational experiences. IEEE Internet Computing, 2024, , 1-1.	3.3	0
2	A Comprehensive Study on Deep Learning-Based Methods for Sign Language Recognition. IEEE Transactions on Multimedia, 2022, 24, 1750-1762.	7.2	42
3	Serverless streaming for emerging media: towards 5G network-driven cost optimization. Multimedia Tools and Applications, 2022, 81, 12211-12250.	3.9	6
4	Monocular spherical depth estimation with explicitly connected weak layout cues. ISPRS Journal of Photogrammetry and Remote Sensing, 2022, 183, 269-285.	11.1	2
5	Drone Control in AR: An Intuitive System for Single-Handed Gesture Control, Drone Tracking, and Contextualized Camera Feed Visualization in Augmented Reality. Drones, 2022, 6, 43.	4.9	10
6	Introducing the Architecture of FASTER: A Digital Ecosystem for First Responder Teams. Information (Switzerland), 2022, 13, 115.	2.9	0
7	Hybrid Skip: A Biologically Inspired Skip Connection for the UNet Architecture. IEEE Access, 2022, 10, 53928-53939.	4.2	5
8	Robo-cook's Path: An online multiplayer board dietary game. , 2022, , .		1
9	SHREC 2022: Proteinâ€™ligand binding site recognition. Computers and Graphics, 2022, 107, 20-31.	2.5	10
10	Zernike Pooling: Generalizing Average Pooling Using Zernike Moments. IEEE Access, 2021, 9, 121128-121136.	4.2	5
11	SURVANT: An Innovative Semantics-Based Surveillance Video Archives Investigation Assistant. Lecture Notes in Computer Science, 2021, , 611-626.	1.3	0
12	Joint Object Affordance Reasoning and Segmentation in RGB-D Videos. IEEE Access, 2021, 9, 89699-89713.	4.2	3
13	DeepSurf: a surface-based deep learning approach for the prediction of ligand binding sites on proteins. Bioinformatics, 2021, 37, 1681-1690.	4.1	66
14	RobusterNet: Improving Copy-Move Forgery Detection with Volterra-based Convolutions. , 2021, , .		2
15	Volume-of-Interest Aware Deep Neural Networks for Rapid Chest CT-Based COVID-19 Patient Risk Assessment. International Journal of Environmental Research and Public Health, 2021, 18, 2842.	2.6	7
16	Continuous Sign Language Recognition through a Context-Aware Generative Adversarial Network. Sensors, 2021, 21, 2437.	3.8	26
17	Towards Real-time Generalized Ergonomic Risk Assessment for the Prevention of Musculoskeletal Disorders. , 2021, , .		5
18	3D Hand Pose Estimation via aligned latent space injection and kinematic losses. , 2021, , .		2

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19	Pano3D: A Holistic Benchmark and a Solid Baseline for 360° Depth Estimation. , 2021, , .		18
20	Zeroth-order optimizer benchmarking for 3D performance capture. , 2021, , .		1
21	Single-shot cuboids: Geodesics-based end-to-end Manhattan aligned layout estimation from spherical panoramas. Image and Vision Computing, 2021, 110, 104160.	4.5	7
22	Editorial: Artificial Intelligence and Human Movement in Industries and Creation. Frontiers in Robotics and AI, 2021, 8, 712521.	3.2	2
23	Benchmarking gradient-free optimizers for 3D performance capture in the nevergrad platform. , 2021, , .		0
24	Artificial Intelligence Technologies for Sign Language. Sensors, 2021, 21, 5843.	3.8	34
25	Recurrent neural network pruning using dynamical systems and iterative fine-tuning. Neural Networks, 2021, 143, 475-488.	5.9	14
26	DeMoCap: Low-Cost Marker-Based Motion Capture. International Journal of Computer Vision, 2021, 129, 3338-3366.	15.6	14
27	Examining Deep Learning Architectures for Crime Classification and Prediction. Forecasting, 2021, 3, 741-762.	2.8	15
28	Multi-modal Variational Faster R-CNN for Improved Visual Object Detection in Manufacturing. , 2021, , .		0
29	Deep sensorimotor learning for RGB-D object recognition. Computer Vision and Image Understanding, 2020, 190, 102844.	4.7	3
30	A Comprehensive Study on Deep Learning-Based 3D Hand Pose Estimation Methods. Applied Sciences (Switzerland), 2020, 10, 6850.	2.5	31
31	SHREC 2020: Multi-domain protein shape retrieval challenge. Computers and Graphics, 2020, 91, 189-198.	2.5	14
32	Neural Network Compression Using Higher-Order Statistics and Auxiliary Reconstruction Losses. , 2020, , .		4
33	Implicit and Explicit Regularization for Optical Flow Estimation. Sensors, 2020, 20, 3855.	3.8	1
34	Deep Soft Procrustes for Markerless Volumetric Sensor Alignment. , 2020, , .		3
35	Deep Soft Procrustes for Markerless Volumetric Sensor Alignment. , 2020, , .		0
36	A Cross-Modal Variational Framework For Food Image Analysis. , 2020, , .		0

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37	HUMAN4D: A Human-Centric Multimodal Dataset for Motions and Immersive Media. IEEE Access, 2020, 8, 176241-176262.	4.2	28
38	Non-Parametric Clustering Using Deep Neural Networks. IEEE Access, 2020, 8, 153630-153640.	4.2	3
39	Continuous Sign Language Recognition Through Cross-Modal Alignment of Video and Text Embeddings in a Joint-Latent Space. IEEE Access, 2020, 8, 91170-91180.	4.2	38
40	A Deep Learning Approach to Object Affordance Segmentation. , 2020, , .		7
41	An Improved Tobit Kalman Filter with Adaptive Censoring Limits. Circuits, Systems, and Signal Processing, 2020, 39, 5588-5617.	2.0	18
42	AVoidX: An Augmented VR Game. , 2020, , .		0
43	Xr360: A Toolkit for Mixed 360 and 3d Productions. , 2020, , .		1
44	DronePose: Photorealistic UAV-Assistant Dataset Synthesis for 3D Pose Estimation via a Smooth Silhouette Loss. Lecture Notes in Computer Science, 2020, , 663-681.	1.3	3
45	Validation of a Deep Learning System for the Full Automation of Bite and Meal Duration Analysis of Experimental Meal Videos. Nutrients, 2020, 12, 209.	4.1	14
46	3D Technologies and Applications in Sign Language. Advances in Multimedia and Interactive Technologies Book Series, 2020, , 50-78.	0.2	8
47	Quantized Warping and Residual Temporal Integration for Video Super-Resolution on Fast Motions. Lecture Notes in Computer Science, 2020, , 682-697.	1.3	0
48	Developing accessibility multimedia services. , 2020, , .		2
49	Data Augmentation Using GANs for 3D Applications. Advances in Multimedia and Interactive Technologies Book Series, 2020, , 229-269.	0.2	1
50	Enhancing Robot-Assisted WEEE Disassembly Through Optimizing Automated Detection of Small Components. Lecture Notes in Computer Science, 2020, , 440-454.	1.3	1
51	Deep learning-assisted pipeline for Virtual Screening of ligand compound databases: Application on inhibiting the entry of SARS-CoV-2 into human cells. , 2020, , .		1
52	Exploiting sensing devices availability in AR/VR deployments to foster engagement. Virtual Reality, 2019, 23, 399-410.	6.1	9
53	LDS-Inspired Residual Networks. IEEE Transactions on Circuits and Systems for Video Technology, 2019, 29, 2363-2375.	8.3	19
54	Graph-based multimodal fusion with metric learning for multimodal classification. Pattern Recognition, 2019, 95, 296-307.	8.1	20

#	ARTICLE	IF	CITATIONS
55	Deep Learning on Multi Sensor Data for Counter UAV Applicationsâ€”A Systematic Review. Sensors, 2019, 19, 4837.	3.8	115
56	Incorporating Textual Similarity in Video Captioning Schemes. , 2019, , .		8
57	Embedding Big Data in Graph Convolutional Networks. , 2019, , .		0
58	Efficient, Lightweight, Coordinate-Based Network for Image Super Resolution. , 2019, , .		2
59	A survey on AI nutrition recommender systems. , 2019, , .		23
60	Frequencyâ€”based slow feature analysis. Neurocomputing, 2019, 368, 34-50.	5.9	3
61	DeepMoCap: Deep Optical Motion Capture Using Multiple Depth Sensors and Retro-Reflectors. Sensors, 2019, 19, 282.	3.8	16
62	A novel framework for physical therapy rehabilitation monitoring and assessment in Parkinson disease patients using depth information. , 2019, , .		4
63	A Framework for Large-Scale Analysis of Video "in the Wild" to Assist Digital Forensic Examination. IEEE Security and Privacy, 2019, 17, 23-33.	1.2	5
64	Fast and Precise Hippocampus Segmentation Through Deep Convolutional Neural Network Ensembles and Transfer Learning. Neuroinformatics, 2019, 17, 563-582.	2.8	51
65	Learning prosocial skills through multiadaptive games: a case study. Journal of Computers in Education, 2019, 6, 167.	8.3	10
66	Benchmarking Open-Source Static 3D Mesh Codecs for Immersive Media Interactive Live Streaming. IEEE Journal on Emerging and Selected Topics in Circuits and Systems, 2019, 9, 190-203.	3.6	16
67	A Hybrid Human-Robot Collaborative Environment for Recycling Electrical and Electronic Equipment. , 2019, , .		6
68	Does Deep Super-Resolution Enhance UAV Detection?. , 2019, , .		32
69	Spherical View Synthesis for Self-Supervised 360Â° Depth Estimation. , 2019, , .		62
70	Self-Supervised Deep Depth Denoising. , 2019, , .		22
71	Cross-domain Knowledge Transfer Schemes for 3D Human Action Recognition. , 2019, , .		2
72	360Â° Surface Regression with a Hyper-Sphere Loss. , 2019, , .		10

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73	Drone-vs-Bird Detection Challenge at IEEE AVSS2019. , 2019, , .		37
74	Deep Spatio-Temporal Modeling for Object-Level Gaze-Based Relevance Assessment. , 2019, , .		0
75	Adaptive game-based learning in multi-agent educational settings. Journal of Computers in Education, 2019, 6, 215-239.	8.3	8
76	User Evaluation of Industry 4.0 Concepts for Worker Engagement. Advances in Intelligent Systems and Computing, 2019, , 34-40.	0.6	9
77	Subjective Visual Quality Assessment of Immersive 3D Media Compressed by Open-Source Static 3D Mesh Coders. Lecture Notes in Computer Science, 2019, , 80-91.	1.3	5
78	Space Wars: An AugmentedVR Game. Lecture Notes in Computer Science, 2019, , 566-570.	1.3	4
79	A Deep Network for Automatic Video-Based Food Bite Detection. Lecture Notes in Computer Science, 2019, , 586-595.	1.3	2
80	UAV Classification with Deep Learning Using Surveillance Radar Data. Lecture Notes in Computer Science, 2019, , 744-753.	1.3	7
81	Gamification concepts for leveraging knowledge sharing in Industry 4.0. International Journal of Serious Games, 2019, 6, 75-87.	1.1	10
82	Technologies Facilitating Smart Pedagogy. , 2019, , 433-451.		6
83	evolve2vec: Learning Network Representations Using Temporal Unfolding. Lecture Notes in Computer Science, 2019, , 447-458.	1.3	5
84	A Reliability Object Layer for Deep Hashing-Based Visual Indexing. Lecture Notes in Computer Science, 2019, , 132-143.	1.3	0
85	Forensic Analysis of Heterogeneous Social Media Data. , 2019, , .		1
86	A Battery Powered Vision Sensor for Forensic Evidence Gathering. , 2019, , .		0
87	Social media interaction and analytics for enhanced educational experiences. IEEE MultiMedia, 2018, , 1-1.	1.7	0
88	Fast deformable model-based human performance capture and FVV using consumer-grade RGB-D sensors. Pattern Recognition, 2018, 79, 260-278.	8.1	11
89	Human Fall Detection from Acceleration Measurements Using a Recurrent Neural Network. IFMBE Proceedings, 2018, , 145-149.	0.3	27
90	Computerized decision support for beneficial home-based exercise rehabilitation in patients with cardiovascular disease. Computer Methods and Programs in Biomedicine, 2018, 162, 1-10.	4.7	25

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91	Behavior Analysis through Multimodal Sensing for Care of Parkinsonâ€™s and Alzheimerâ€™s Patients. IEEE MultiMedia, 2018, 25, 14-25.	1.7	41
92	Human Action Recognition Using 3D Reconstruction Data. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 1807-1823.	8.3	18
93	Motion analysis: Action detection, recognition and evaluation based on motion capture data. Pattern Recognition, 2018, 76, 612-622.	8.1	73
94	Multimodal Student Engagement Recognition in Prosocial Games. IEEE Transactions on Games, 2018, 10, 292-303.	1.4	35
95	Skeleton-Based Action Recognition Based on Deep Learning and Grassmannian Pyramids. , 2018, , .		9
96	Attention-Enhanced Sensorimotor Object Recognition. , 2018, , .		1
97	Comparing CNNs and JPEG for Real-Time Multi-view Streaming in Tele-Immersive Scenarios. , 2018, , .		0
98	Human-centred Adaptation and Task Distribution utilizing Levels of Automation. IFAC-PapersOnLine, 2018, 51, 54-59.	0.9	5
99	A Low-Cost, Flexible and Portable Volumetric Capturing System. , 2018, , .		19
100	Adaptive Tobit Kalman-Based Tracking. , 2018, , .		4
101	AFFECTIVE STATE RECOGNITION BASED ON EYE GAZE ANALYSIS USING TWOâ€™s STREAM CONVOLUTIONAL NETWORKS. , 2018, , .		1
102	SIGN LANGUAGE RECOGNITION BASED ON HAND AND BODY SKELETAL DATA. , 2018, , .		56
103	Deep 3D Flow Features for Human Action Recognition. , 2018, , .		2
104	Abnormal Behavior Detection in Crowded Scenes Using Density Heatmaps and Optical Flow. , 2018, , .		20
105	A Deep Learning Approach for Analyzing Video and Skeletal Features in Sign Language Recognition. , 2018, , .		31
106	Subjective quality assessment of textured human full-body 3D-reconstructions. , 2018, , .		1
107	A System Architecture for Live Immersive 3D-Media Transcoding Over 5G Networks. , 2018, , .		4
108	Leveraging Skeleton Structure and Time Dependencies in the Scope of Action Recognition. , 2018, , .		0

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109	Augmented VR. , 2018, , .		9
110	ProsocialLearn: A Prosocial Games Marketplace. , 2018, , .		0
111	Quality of Experience for 3-D Immersive Media Streaming. IEEE Transactions on Broadcasting, 2018, 64, 379-391.	3.2	27
112	OmniDepth: Dense Depth Estimation for Indoor Spherical Panoramas. Lecture Notes in Computer Science, 2018, , 453-471.	1.3	105
113	Adaptive Learning Based on Affect Sensing. Lecture Notes in Computer Science, 2018, , 475-479.	1.3	6
114	A Computerized System for Real-Time Exercise Performance Monitoring and e-Coaching Using Motion Capture Data. IFMBE Proceedings, 2018, , 243-247.	0.3	5
115	An Integrated Platform for Live 3D Human Reconstruction and Motion Capturing. IEEE Transactions on Circuits and Systems for Video Technology, 2017, 27, 798-813.	8.3	52
116	Affect state recognition for adaptive human robot interaction in learning environments. , 2017, , .		1
117	Multimodal monitoring of Parkinson's and Alzheimer's patients using the ICT4LIFE platform. , 2017, , .		8
118	Semantic filtering for video stabilization. , 2017, , .		1
119	Landmark-based multimodal human action recognition. Multimedia Tools and Applications, 2017, 76, 4505-4521.	3.9	10
120	Modelling learning experiences in adaptive multi-agent learning environments. , 2017, , .		2
121	Deep Affordance-Grounded Sensorimotor Object Recognition. , 2017, , .		28
122	ICT4Life open source libraries supporting multimodal analysis of different diseases. , 2017, , .		0
123	Person tracking association using multi-modal systems. , 2017, , .		4
124	Non-linear Convolution Filters for CNN-Based Learning. , 2017, , .		34
125	Improving Camera Pose Estimation via Temporal EWA Surfel Splatting. , 2017, , .		0
126	Offline and online adaptation in prosocial games. , 2017, , .		2

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127	Technological Module for Unsupervised, Personalized Cardiac Rehabilitation Exercising. , 2017, , .		4
128	Incorporation of semantic segmentation information in deep hashing techniques for image retrieval. , 2017, , .		0
129	Preservation and Gamification of Traditional Sports. , 2017, , 421-446.		9
130	DepthRank: Exploiting Temporality to Uncover Important Network Nodes. Lecture Notes in Computer Science, 2017, , 121-137.	1.3	0
131	A Technology Platform for Enabling Behavioural Change as a "PATHway" Towards Better Self-management of CVD. , 2016, , .		2
132	Multimodal affective state recognition in serious games applications. , 2016, , .		28
133	A Crowd-Powered System for Fashion Similarity Search. ACM Transactions on Intelligent Systems and Technology, 2016, 7, 1-24.	4.5	3
134	Deep cross-layer activation features for visual recognition. , 2016, , .		1
135	Enhancing real-time full 3D reconstruction of humans with pre-scanned meshes. , 2016, , .		0
136	Multi-target detection in CCTV footage for tracking applications using deep learning techniques. , 2016, , .		16
137	3D tele-immersion platform for interactive immersive experiences between remote users. , 2016, , .		17
138	A Demonstration of the PATHway System for Technology-enabled Exercise-based Cardiac Rehabilitation. , 2016, , .		1
139	Social Media Interaction and Analytics for Enhanced Educational Experiences. IEEE MultiMedia, 2016, 23, 26-35.	1.7	3
140	Content-Based Guided Image Filtering, Weighted Semi-Global Optimization, and Efficient Disparity Refinement for Fast and Accurate Disparity Estimation. IEEE Transactions on Multimedia, 2016, 18, 155-170.	7.2	27
141	Similarity Search of Flexible 3D Molecules Combining Local and Global Shape Descriptors. IEEE/ACM Transactions on Computational Biology and Bioinformatics, 2016, 13, 954-970.	3.0	10
142	Body Motion Analysis for Emotion Recognition in Serious Games. Lecture Notes in Computer Science, 2016, , 33-42.	1.3	14
143	Exploring the prosociality domains of trust and cooperation, through single and cooperative digital gameplay in Path of Trust.. International Journal of Serious Games, 2016, 3, .	1.1	6
144	Skeleton-based human action recognition using basis vectors. , 2015, , .		1

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145	Introducing Target Profiling for Context-Aware Tracking. , 2015, , .		0
146	A user-centric approach for event-driven summarization of surveillance videos. , 2015, , .		1
147	HeartHealth: A Cardiovascular Disease Home-based Rehabilitation System. Procedia Computer Science, 2015, 63, 340-347.	2.0	24
148	Enhanced disparity estimation in stereo images. Image and Vision Computing, 2015, 35, 31-49.	4.5	39
149	The influence of image descriptorsâ€™ dimensionsâ€™ value cardinalities on large-scale similarity search. International Journal of Multimedia Information Retrieval, 2015, 4, 187-204.	5.2	3
150	Dynamic adaptive mesh streaming for real-time 3D teleimmersion. , 2015, , .		3
151	Large-scale spectral clustering based on pairwise constraints. Information Processing and Management, 2015, 51, 616-624.	8.6	26
152	Autonomous agents and avatars in REVERIE's virtual environment. , 2015, , .		7
153	A Multi-Modal 3D Capturing Platform for Learning and Preservation of Traditional Sports and Games. , 2015, , .		4
154	HeartHealth. , 2015, , .		1
155	Accurate and Fully Automatic Hippocampus Segmentation Using Subject-Specific 3D Optimal Local Maps Into a Hybrid Active Contour Model. IEEE Journal of Translational Engineering in Health and Medicine, 2014, 2, 1-16.	3.7	16
156	Toward Real-Time and Efficient Compression of Human Time-Varying Meshes. IEEE Transactions on Circuits and Systems for Video Technology, 2014, 24, 2099-2116.	8.3	26
157	Revisiting guided image filter based stereo matching and scanline optimization for improved disparity estimation. , 2014, , .		2
158	Content-based tag propagation and tensor factorization for personalized item recommendation based on social tagging. ACM Transactions on Interactive Intelligent Systems, 2014, 3, 1-27.	3.7	17
159	Fast and smooth 3D reconstruction using multiple RGB-Depth sensors. , 2014, , .		9
160	A case study for tele-immersion communication applications: From 3D capturing to rendering. , 2014, , .		4
161	On human Time-Varying Mesh compression exploiting activity-related characteristics. , 2014, , .		7
162	Temporal and color consistent disparity estimation in stereo videos. , 2014, , .		7

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163	Local descriptions for human action recognition from 3D reconstruction data. , 2014, , .		1
164	Automatic generation of 3D outdoor and indoor building scenes from a single image. Multimedia Tools and Applications, 2014, 70, 361-378.	3.9	9
165	A framework for implicit human-centered image tagging inspired by attributed affect. Visual Computer, 2014, 30, 1093-1106.	3.5	3
166	Quaternionic Signal Processing Techniques for <newline/>Automatic Evaluation of Dance Performances <newline/>From MoCap Data. IEEE Transactions on Multimedia, 2014, 16, 1391-1406.	7.2	43
167	Gradient-Based Reliability Maps for ACM-Based Segmentation of Hippocampus. IEEE Transactions on Biomedical Engineering, 2014, 61, 1015-1026.	4.2	9
168	Gaze-Based Relevance Feedback for Realizing Region-Based Image Retrieval. IEEE Transactions on Multimedia, 2014, 16, 440-454.	7.2	23
169	Accurate stereo 3D point cloud generation suitable for multi-view stereo reconstruction. , 2014, , .		1
170	Real-Time Skeleton-Tracking-Based Human Action Recognition Using Kinect Data. Lecture Notes in Computer Science, 2014, , 473-483.	1.3	92
171	Tools for User Interaction in Immersive Environments. Lecture Notes in Computer Science, 2014, , 382-385.	1.3	1
172	Online Identification of Primary Social Groups. Lecture Notes in Computer Science, 2014, , 68-79.	1.3	0
173	Future Media Internet Technologies for Digital Domes. Lecture Notes in Computer Science, 2014, , 339-350.	1.3	0
174	A unified framework for multimodal retrieval. Pattern Recognition, 2013, 46, 3358-3370.	8.1	40
175	MSIDX: Multi-Sort Indexing for Efficient Content-Based Image Search and Retrieval. IEEE Transactions on Multimedia, 2013, 15, 1415-1430.	7.2	25
176	Immersive 3D Holoscopic Video System. IEEE MultiMedia, 2013, 20, 28-37.	1.7	60
177	SP-Dock: Protein-Protein Docking Using Shape and Physicochemical Complementarity. IEEE/ACM Transactions on Computational Biology and Bioinformatics, 2013, 10, 135-150.	3.0	14
178	An application framework for implicit sentiment human-centered tagging using attributed affect. , 2013, , .		0
179	RAAT - The reverie avatar authoring tool. , 2013, , .		9
180	Blending real with virtual in 3DLife. , 2013, , .		5

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181	Multimedia search and retrieval using multimodal annotation propagation and indexing techniques. Signal Processing: Image Communication, 2013, 28, 351-367.	3.2	35
182	Real-Time, Full 3-D Reconstruction of Moving Foreground Objects From Multiple Consumer Depth Cameras. IEEE Transactions on Multimedia, 2013, 15, 339-358.	7.2	143
183	The TFC Model: Tensor Factorization and Tag Clustering for Item Recommendation in Social Tagging Systems. IEEE Transactions on Systems, Man, and Cybernetics: Systems, 2013, 43, 673-688.	9.3	51
184	Estimating human motion from multiple Kinect sensors. , 2013, , .		57
185	A Framework for Human-like Behavior in an immersive virtual world. , 2013, , .		1
186	Hippocampus segmentation through gradient based reliability maps for local blending of ACM energy terms. , 2013, , .		7
187	A dataset of Kinect-based 3D scans. , 2013, , .		6
188	Real-time, realistic full-body 3D reconstruction and texture mapping from multiple Kinects. , 2013, , .		22
189	Real-time encoding of live reconstructed mesh sequences for 3D tele-immersion. , 2013, , .		2
190	Three-dimensional monitoring of weightlifting for computer assisted training. , 2013, , .		11
191	A framework for realistic 3D tele-immersion. , 2013, , .		9
192	Automatic classification of archaeological pottery sherds. Journal on Computing and Cultural Heritage, 2012, 5, 1-21.	2.1	27
193	I-SEARCH. , 2012, , .		4
194	The CUBRIK project. , 2012, , .		5
195	Analysis of dance movements using gaussian processes. , 2012, , .		1
196	Hippocampus segmentation by optimizing the local contribution of image and prior terms, through graph cuts and multi-atlas. , 2012, , .		1
197	Segmentation through a local and adaptive weighting scheme, for contour-based blending of image and prior information. , 2012, , .		1
198	An advanced virtual dance performance evaluator. , 2012, , .		21

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199	I-SEARCH: A Unified Framework for Multimodal Search and Retrieval. Lecture Notes in Computer Science, 2012, , 130-141.	1.3	9
200	Search and Retrieval of Rich Media Objects Supporting Multiple Multimodal Queries. IEEE Transactions on Multimedia, 2012, 14, 734-746.	7.2	32
201	Anchoring Graph Cuts Towards Accurate Depth Estimation in Integral Images. Journal of Display Technology, 2012, 8, 405-417.	1.2	7
202	Reconstruction for 3D immersive virtual environments. , 2012, , .		7
203	A multi-modal dance corpus for research into interaction between humans in virtual environments. Journal on Multimodal User Interfaces, 2012, 7, 157.	2.9	7
204	3D-live. , 2012, , .		4
205	Investigating the Effects of Multiple Factors Towards More Accurate 3-D Object Retrieval. IEEE Transactions on Multimedia, 2012, 14, 374-388.	7.2	25
206	Optimizing Multimedia Retrieval Using Multimodal Fusion and Relevance Feedback Techniques. Lecture Notes in Computer Science, 2012, , 716-727.	1.3	3
207	Towards the Creation of a Unified Framework for Multimodal Search and Retrieval. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2012, , 26-34.	0.3	1
208	Multimodal search and retrieval using manifold learning and query formulation. , 2011, , .		5
209	Depth estimation in integral images by anchoring optimization techniques. , 2011, , .		7
210	3D model retrieval using accurate pose estimation and view-based similarity. , 2011, , .		10
211	A Shape Descriptor for Fast Complementarity Matching in Molecular Docking. IEEE/ACM Transactions on Computational Biology and Bioinformatics, 2011, 8, 1441-1457.	3.0	16
212	Evaluating a dancer's performance using kinect-based skeleton tracking. , 2011, , .		125
213	Introducing a unified framework for content object description. International Journal of Multimedia Intelligence and Security, 2011, 2, 351.	0.1	6
214	Brain structures segmentation using optimum global and local weights on mixing active contours and neighboring constraints. , 2011, , .		1
215	Automatic creation of 3D environments from a single sketch using content-centric networks. , 2011, 49, 152-157.		3
216	Editorial for Mobility and User-Centric Media. Mobile Networks and Applications, 2011, 16, 350-350.	3.3	0

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217	Recognizing 3D objects in cluttered scenes using projection images. , 2011, , .		2
218	3D protein-protein docking using shape complementarity and fast alignment. , 2011, , .		2
219	Towards a Future Internet Architecture. Lecture Notes in Computer Science, 2011, , 7-18.	1.3	17
220	Towards an expressive virtual tutor. , 2010, , .		7
221	A 3D Shape Retrieval Framework Supporting Multimodal Queries. International Journal of Computer Vision, 2010, 89, 229-247.	15.6	155
222	Viewpoint independent object recognition in cluttered scenes exploiting ray-triangle intersection and SIFT algorithms. Pattern Recognition, 2010, 43, 3833-3845.	8.1	13
223	3D reconstruction of indoor and outdoor building scenes from a single image. , 2010, , .		6
224	Similarity content search in content centric networks. , 2010, , .		12
225	Provision of Multimedia Content Search and Retrieval Services to Users on the Move. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2010, , 93-100.	0.3	0
226	Seamless content delivery in the future mobile Internet [Guest Editorial]. IEEE Wireless Communications, 2009, 16, 10-12.	9.0	3
227	3D object retrieval using the 3D shape impact descriptor. Pattern Recognition, 2009, 42, 2447-2459.	8.1	60
228	Blind Robust 3-D Mesh Watermarking Based on Oblate Spheroidal Harmonics. IEEE Transactions on Multimedia, 2009, 11, 23-38.	7.2	29
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