# Ilke Demir

## List of Publications by Year
in descending order

| | | | |
|---|---|---|---|
| 20<br>papers | 896<br>citations | 1478505<br>6<br>h-index | 1720034<br>7<br>g-index |
| 20<br>all docs | 20<br>docs citations | 20<br>times ranked | 617<br>citing authors |

| # | Article | IF | Citations |
|---|---------|-----|-----------|
| 1 | FakeCatcher: Detection of Synthetic Portrait Videos using Biological Signals. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2024, PP, 1-1. | 13.9 | 188 |
| 2 | Where Do Deep Fakes Look? Synthetic Face Detection via Gaze Tracking. , 2021, , . | | 21 |
| 3 | Advances in Data Science. Association for Women in Mathematics Series, 2021, , . | 0.4 | 4 |
| 4 | How Do the Hearts of Deep Fakes Beat? Deep Fake Source Detection via Interpreting Residuals with Biological Signals. , 2020, , . | | 45 |
| 5 | SkelNetOn 2019: Dataset and Challenge on Deep Learning for Geometric Shape Understanding. , 2019, , . | | 20 |
| 6 | A Computer Vision Perspective on Analyzing and Synthesizing Geospatial Data. , 2019, , . | | 1 |
| 7 | Near-convex decomposition and layering for efficient 3D printing. Additive Manufacturing, 2018, 21, 383-394. | 3.0 | 13 |
| 8 | DeepGlobe 2018: A Challenge to Parse the Earth through Satellite Images. , 2018, , . | | 466 |
| 9 | A Holistic Framework for Addressing the World Using Machine Learning. , 2018, , . | | 0 |
| 10 | WiCV 2018: The Fourth Women in Computer Vision Workshop. , 2018, , . | | 1 |
| 11 | Generative Street Addresses from Satellite Imagery. ISPRS International Journal of Geo-Information, 2018, 7, 84. | 2.9 | 15 |
| 12 | Guided proceduralization: Optimizing geometry processing and grammar extraction for architectural models. Computers and Graphics, 2018, 74, 257-267. | 2.5 | 7 |
| 13 | Proceduralization of urban models. , 2017, , . | | 1 |
| 14 | Robocodes: Towards Generative Street Addresses from Satellite Imagery. , 2017, , . | | 2 |
| 15 | Proceduralization for Editing 3D Architectural Models. , 2016, , . | | 21 |
| 16 | Inverse procedural modeling of 3D models for virtual worlds. , 2016, , . | | 18 |
| 17 | Procedural Editing of 3D Building Point Clouds. , 2015, , . | | 14 |
| 18 | Coupled segmentation and similarity detection for architectural models. ACM Transactions on Graphics, 2015, 34, 1-11. | 7.2 | 19 |

| # | Article | IF | Citations |
|---|---------|----|-----------|
| 19 | Proceduralization of Buildings at City Scale. , 2014, , . | | 11 |
| 20 | Automatic urban modeling using volumetric reconstruction with surface graph cuts. Computers and Graphics, 2013, 37, 896-910. | 2.5 | 29 |