

Thibaut Le Naour

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/9324786/publications.pdf>

Version: 2024-02-01

10
papers

93
citations

1478505

6
h-index

1588992

8
g-index

10
all docs

10
docs citations

10
times ranked

67
citing authors

#	ARTICLE	IF	CITATIONS
1	The <i>SignCom</i> system for data-driven animation of interactive virtual signers. ACM Transactions on Interactive Intelligent Systems, 2011, 1, 1-23.	3.7	40
2	A Combined Semantic and Motion Capture Database for Real-Time Sign Language Synthesis. Lecture Notes in Computer Science, 2009, , 432-438.	1.3	11
3	Superimposing 3D Virtual Self + Expert Modeling for Motor Learning: Application to the Throw in American Football. Frontiers in ICT, 2019, 6, .	3.6	8
4	Skeletal mesh animation driven by few positional constraints. Computer Animation and Virtual Worlds, 2019, 30, e1900.	1.2	8
5	Spatiotemporal coupling with the 3D+t motion Laplacian. Computer Animation and Virtual Worlds, 2013, 24, 419-428.	1.2	7
6	3D feedback and observation for motor learning: Application to the roundoff movement in gymnastics. Human Movement Science, 2019, 66, 564-577.	1.4	7
7	Kinematics in the metric space. Computers and Graphics, 2019, 84, 13-23.	2.5	6
8	Fast Motion Retrieval with the Distance Input Space. Lecture Notes in Computer Science, 2012, , 362-365.	1.3	5
9	A Skeleton-based Approach to Analyze and Visualize Oculomotor Behavior when Viewing Animated Characters. Journal of Eye Movement Research, 2017, 10, .	0.8	1
10	GÃ©rard. Lecture Notes in Computer Science, 2009, , 554-555.	1.3	0