

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