

Ru00e9mi P Ronfard

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.

44
papers

2,313
citations

14
h-index

48
g-index

53
ext. papers

2,705
ext. citations

3.3
avg, IF

5.12
L-index

#	Paper	IF	Citations
44	Film Directing for Computer Games and Animation. <i>Computer Graphics Forum</i> , 2021 , 40, 713-730	2.4	1
43	Text-to-Movie Authoring of Anatomy Lessons. <i>Lecture Notes in Computer Science</i> , 2019 , 304-308	0.9	
42	Spatial Motion Doodles: Sketching Animation in VR Using Hand Gestures and Laban Motion Analysis 2019 ,		2
41	Automatic generation of geological stories from a single sketch 2018 ,		3
40	Zooming On All Actors: Automatic Focus+Context Split Screen Video Generation. <i>Computer Graphics Forum</i> , 2017 , 36, 455-465	2.4	3
39	A system for creating virtual reality content from make-believe games 2017 ,		2
38	Which prosodic features contribute to the recognition of dramatic attitudes?. <i>Speech Communication</i> , 2017 , 95, 78-86	2.8	1
37	A Generative Audio-Visual Prosodic Model for Virtual Actors. <i>IEEE Computer Graphics and Applications</i> , 2017 , 37, 40-51	1.7	4
36	Space-time sketching of character animation. <i>ACM Transactions on Graphics</i> , 2015 , 34, 1-10	7.6	27
35	Vector graphics animation with time-varying topology. <i>ACM Transactions on Graphics</i> , 2015 , 34, 1-12	7.6	16
34	Capturing and Indexing Rehearsals: The Design and Usage of a Digital Archive of Performing Arts 2015 ,		3
33	Camera-on-rails 2015 ,		14
32	Curtains Up! Lights, Camera, Action! Documenting the Creation of Theater and Opera Productions with Linked Data and Web Technologies. <i>Lecture Notes in Computer Science</i> , 2015 , 533-543	0.9	1
31	Multi-clip video editing from a single viewpoint 2014 ,		12
30	Vector graphics complexes. <i>ACM Transactions on Graphics</i> , 2014 , 33, 1-12	7.6	17
29	Narrative-driven camera control for cinematic replay of computer games 2014 ,		9
28	Steering Behaviors for Autonomous Cameras 2013 ,		11

27	The line of action. <i>ACM Transactions on Graphics</i> , 2013 , 32, 1-8	7.6	38
26	Detecting and Naming Actors in Movies Using Generative Appearance Models 2013 ,		12
25	A survey of vision-based methods for action representation, segmentation and recognition. <i>Computer Vision and Image Understanding</i> , 2011 , 115, 224-241	4.3	595
24	Computational Model of Film Editing for Interactive Storytelling. <i>Lecture Notes in Computer Science</i> , 2011 , 305-308	0.9	4
23	Image and Geometry Processing for 3-D Cinematography: An Introduction. <i>Geometry and Computing</i> , 2010 , 1-8	0.1	1
22	Human Motion Tracking with a Kinematic Parameterization of Extremal Contours. <i>International Journal of Computer Vision</i> , 2008 , 79, 247-269	10.6	37
21	Introducing 3D cinematography. <i>IEEE Computer Graphics and Applications</i> , 2007 , 27, 18-20	1.7	1
20	Action Recognition from Arbitrary Views using 3D Exemplars 2007 ,		259
19	Articulated-Body Tracking Through Anisotropic Edge Detection. <i>Lecture Notes in Computer Science</i> , 2007 , 86-99	0.9	2
18	Multiple Camera Calibration Using Robust Perspective Factorization 2006 ,		7
17	Free viewpoint action recognition using motion history volumes. <i>Computer Vision and Image Understanding</i> , 2006 , 104, 249-257	4.3	577
16	Modeling people: Vision-based understanding of a person's shape, appearance, movement, and behaviour. <i>Computer Vision and Image Understanding</i> , 2006 , 104, 87-89	4.3	7
15	Tracking with the Kinematics of Extremal Contours. <i>Lecture Notes in Computer Science</i> , 2006 , 664-673	0.9	4
14	Detail-Preserving Variational Surface Design With Multiresolution Constraints. <i>Journal of Computing and Information Science in Engineering</i> , 2005 , 5, 104-110	2.4	0
13	A framework for aligning and indexing movies with their script 2003 ,		12
12	Learning to Parse Pictures of People. <i>Lecture Notes in Computer Science</i> , 2002 , 700-714	0.9	44
11	A Language for Audiovisual Template Specification and Recognition. <i>Lecture Notes in Computer Science</i> , 2000 , 128-142	0.9	1
10	Conceptual Indexing of Television Images Based on Face and Caption Sizes and Locations. <i>Lecture Notes in Computer Science</i> , 2000 , 349-359	0.9	

9	Audiovisual-based hypermedia authoring 1999 ,		12
8	Scene Segmentation and Image Feature Extraction for Video Indexing and Retrieval. <i>Lecture Notes in Computer Science</i> , 1999 , 245-253	0.9	5
7	Shot-level description and matching of video content 1997 , 3229, 70		4
6	Implicit simplicial models for adaptive curve reconstruction. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 1996 , 18, 321-325	13.3	17
5	Full-range approximation of triangulated polyhedra.. <i>Computer Graphics Forum</i> , 1996 , 15, 67-76	2.4	116
4	Region-based strategies for active contour models. <i>International Journal of Computer Vision</i> , 1994 , 13, 229-251	10.6	402
3	Triangulating multiply-connected polygons: A simple, yet efficient algorithm.. <i>Computer Graphics Forum</i> , 1994 , 13, 281-292	2.4	4
2	Automatic Discovery of Action Taxonomies from Multiple Views		20
1	Detail-preserving variational surface design with multiresolution constraints		4