R u00e9mi P Ronfard

List of Publications by Year in Descending Order

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. *Computer Graphics Forum*, **2021**, 40, 713-730	2.4	1
43	Text-to-Movie Authoring of Anatomy Lessons. *Lecture Notes in Computer Science*, **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. *Computer Graphics Forum*, **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?. *Speech Communication*, **2017**, 95, 78-86	2.8	1
37	A Generative Audio-Visual Prosodic Model for Virtual Actors. *IEEE Computer Graphics and Applications*, **2017**, 37, 40-51	1.7	4
36	Space-time sketching of character animation. *ACM Transactions on Graphics*, **2015**, 34, 1-10	7.6	27
35	Vector graphics animation with time-varying topology. *ACM Transactions on Graphics*, **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. *Lecture Notes in Computer Science*, **2015**, 533-543	0.9	1
31	Multi-clip video editing from a single viewpoint **2014**,		12
30	Vector graphics complexes. *ACM Transactions on Graphics*, **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. *ACM Transactions on Graphics*, **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. *Computer Vision and Image Understanding*, **2011**, 115, 224-241	4.3	595
24	Computational Model of Film Editing for Interactive Storytelling. *Lecture Notes in Computer Science*, **2011**, 305-308	0.9	4
23	Image and Geometry Processing for 3-D Cinematography: An Introduction. *Geometry and Computing*, **2010**, 1-8	0.1	1
22	Human Motion Tracking with a Kinematic Parameterization of Extremal Contours. *International Journal of Computer Vision*, **2008**, 79, 247-269	10.6	37
21	Introducing 3D cinematography. *IEEE Computer Graphics and Applications*, **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. *Lecture Notes in Computer Science*, **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. *Computer Vision and Image Understanding*, **2006**, 104, 249-257	4.3	577
16	Modeling people: Vision-based understanding of a person's shape, appearance, movement, and behaviour. *Computer Vision and Image Understanding*, **2006**, 104, 87-89	4.3	7
15	Tracking with the Kinematics of Extremal Contours. *Lecture Notes in Computer Science*, **2006**, 664-673	0.9	4
14	Detail-Preserving Variational Surface Design With Multiresolution Constraints. *Journal of Computing and Information Science in Engineering*, **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. *Lecture Notes in Computer Science*, **2002**, 700-714	0.9	44
11	A Language for Audiovisual Template Specification and Recognition. *Lecture Notes in Computer Science*, **2000**, 128-142	0.9	1
10	Conceptual Indexing of Television Images Based on Face and Caption Sizes and Locations. *Lecture Notes in Computer Science*, **2000**, 349-359	0.9	