Fabian Di Fiore

List of Publications by Year
in descending order

19 papers	**71** citations	1937685 **4** h-index	1720034 **7** g-index
22 all docs	**22** docs citations	**22** times ranked	**37** citing authors

#	Article	IF	Citations
1	From dust till drawn. Visual Computer, 2007, 23, 925-934.	3.5	14
2	Dip - it. , 2008, , .		10
3	Sketching with a low-latency electronic ink drawing tablet. , 2005, , .		6
4	Highly stylised animation. Visual Computer, 2008, 24, 105-123.	3.5	6
5	Highly Stylised Drawn Animation. Lecture Notes in Computer Science, 2006, , 36-53.	1.3	6
6	Multimodal Interaction in a Collaborative Virtual Brainstorming Environment. Lecture Notes in Computer Science, 2004, , 47-60.	1.3	6
7	Mimicing 3D transformations of emotional stylised animation with minimal 2D input. , 2003, , .		5
8	Uniting cartoon textures with computer assisted animation. , 2005, , .		4
9	Conveying Emotions through Facially Animated Avatars in Networked Virtual Environments. Lecture Notes in Computer Science, 2008, , 222-233.	1.3	4
10	A ray density estimation approach to take into account environment illumination in plant growth simulation. , 2004, , .		3
11	Paint‐on‐glass animation: the fellowship of digital paint and artisanal control. Computer Animation and Virtual Worlds, 2011, 22, 325-332.	1.2	2
12	A 3D Virtual Learning Environment to Foster Communication for Long Term Ill Children. Lecture Notes in Computer Science, 2007, , 92-103.	1.3	2
13	Hand-painted animation with intelligent brushes. Computer Animation and Virtual Worlds, 2008, 19, 365-374.	1.2	1
14	Efficient distribution of emotion-related data through a networked virtual environment architecture. Computer Animation and Virtual Worlds, 2009, 20, 501-510.	1.2	1
15	Practical and Scalable Transmission of Segmented Video Sequences to Multiple Players Using H.264. Lecture Notes in Computer Science, 2009, , 256-267.	1.3	1
16	Faking Dynamics of Cloth Animation for Animated Films. Lecture Notes in Computer Science, 2010, , 238-249.	1.3	0
17	Technology Transfer at IBBT-EDM: Case Study in the Computer Graphics Domain. , 2012, , 499-508.		0
18	Real-Time Hand-Painted Graphics for Mobile Games. Lecture Notes in Computer Science, 2014, , 148-159.	1.3	0

#	ARTICLE	IF	CITATIONS
19	Case Study of ASCIT. , 0, , 195-216.		0