

Julius SchÄ¶ning

List of Publications by Year in descending order

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Version: 2024-02-01

28
papers

116
citations

2258059

3
h-index

1720034

7
g-index

28
all docs

28
docs citations

28
times ranked

52
citing authors

#	ARTICLE	IF	CITATIONS
1	Evaluation of Multi-view 3D Reconstruction Software. Lecture Notes in Computer Science, 2015, , 450-461.	1.3	25
2	Semi-automatic ground truth annotation in videos. , 2015, , .		11
3	Providing Video Annotations in Multimedia Containers for Visualization and Research. , 2017, , .		10
4	Interactive 3D Modeling - A Survey-based Perspective on Interactive 3D Reconstruction. , 2015, , .		8
5	Pixel-wise Ground Truth Annotation in Videos - An Semi-automatic Approach for Pixel-wise and Semantic Object Annotation. , 2016, , .		8
6	Taxonomy of 3D Sensors. , 2016, , .		6
7	Visual analytics for video applications. IT - Information Technology, 2015, 57, .	0.9	5
8	AI-Based Crop Rotation for Sustainable Agriculture Worldwide. , 2021, , .		5
9	AI for Closed-Loop Control Systems. , 2022, , .		5
10	Exploratory Multimodal Data Analysis with Standard Multimedia Player - Multimedia Containers: A Feasible Solution to Make Multimodal Research Data Accessible to the Broad Audience. , 2017, , .		4
11	Crop rotation and management tools for every farmer?. Smart Agricultural Technology, 2023, 3, 100086.	5.4	4
12	Eye tracking data in multimedia containers for instantaneous visualizations. , 2016, , .		3
13	Bio-Inspired Architecture for Deriving 3D Models from Video Sequences. Lecture Notes in Computer Science, 2017, , 62-76.	1.3	3
14	Should You Go Deeper? Optimizing Convolutional Neural Network Architectures without Training. , 2021, , .		3
15	Content-Aware 3D Reconstruction with Gaze Data. , 2017, , .		2
16	Interactive Feature Growing for Accurate Object Detection in Megapixel Images. Lecture Notes in Computer Science, 2016, , 546-556.	1.3	2
17	Visual Analytics of Gaze Data with Standard Multimedia Player. Journal of Eye Movement Research, 2017, 10, .	0.8	2
18	Visual Video Analytics for Interactive Video Content Analysis. Advances in Intelligent Systems and Computing, 2019, , 346-360.	0.6	2

#	ARTICLE	IF	CITATIONS
19	Crop Rotation and Management Tools for Every Farmer?The Current Status on Crop Rotation and Management Tools for Enabling Sustainable Agriculture Worldwide. SSRN Electronic Journal, 0, , .	0.4	2
20	Real-time communication based on IEEE 802.11b/g for automation of agricultural vehicles. , 2014, , .		1
21	Image based spare parts reconstruction for repairing vital infrastructure after disasters: Creating or ordering replica of spare parts for overhauling infrastructure. , 2016, , .		1
22	Image-based 3D Reconstruction: Neural Networks vs. Multiview Geometry. , 2018, , .		1
23	Structure from Motion by Artificial Neural Networks. Lecture Notes in Computer Science, 2017, , 146-158.	1.3	1
24	Structure from Neuronal Networks (SfN ²). Journal of Computers, 2018, , 988-999.	0.4	1
25	Feeling Hungry: Association of Dietary Patterns with Food Choices using Scene Perception. , 2020, , .		1
26	Object of Interest Segmentation in Video Sequences with Gaze Data. , 2018, , .		0
27	Ventral Stream-Inspired Process for Deriving 3D Models from Video Sequences. Lecture Notes in Computer Science, 2017, , 72-83.	1.3	0
28	Olfactory UIs: New Possibilities for Displaying System and Application States. Lecture Notes in Networks and Systems, 2022, , 704-721.	0.7	0