

# 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	Crop rotation and management tools for every farmer?. Smart Agricultural Technology, 2023, 3, 100086.	5.4	4
2	Olfactory UIs: New Possibilities for Displaying System and Application States. Lecture Notes in Networks and Systems, 2022, , 704-721.	0.7	0
3	AI for Closed-Loop Control Systems. , 2022, , .		5
4	AI-Based Crop Rotation for Sustainable Agriculture Worldwide. , 2021, , .		5
5	Should You Go Deeper? Optimizing Convolutional Neural Network Architectures without Training. , 2021, , .		3
6	Feeling Hungry: Association of Dietary Patterns with Food Choices using Scene Perception. , 2020, , .		1
7	Visual Video Analytics for Interactive Video Content Analysis. Advances in Intelligent Systems and Computing, 2019, , 346-360.	0.6	2
8	Image-based 3D Reconstruction: Neural Networks vs. Multiview Geometry. , 2018, , .		1
9	Object of Interest Segmentation in Video Sequences with Gaze Data. , 2018, , .		0
10	Structure from Neuronal Networks (SfN <sup>2</sup> ). Journal of Computers, 2018, , 988-999.	0.4	1
11	Providing Video Annotations in Multimedia Containers for Visualization and Research. , 2017, , .		10
12	Content-Aware 3D Reconstruction with Gaze Data. , 2017, , .		2
13	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
14	Structure from Motion by Artificial Neural Networks. Lecture Notes in Computer Science, 2017, , 146-158.	1.3	1
15	Ventral Stream-Inspired Process for Deriving 3D Models from Video Sequences. Lecture Notes in Computer Science, 2017, , 72-83.	1.3	0
16	Bio-Inspired Architecture for Deriving 3D Models from Video Sequences. Lecture Notes in Computer Science, 2017, , 62-76.	1.3	3
17	Visual Analytics of Gaze Data with Standard Multimedia Player. Journal of Eye Movement Research, 2017, 10, .	0.8	2
18	Image based spare parts reconstruction for repairing vital infrastructure after disasters: Creating or ordering replica of spare parts for overhauling infrastructure. , 2016, , .		1

#	ARTICLE	IF	CITATIONS
19	Eye tracking data in multimedia containers for instantaneous visualizations. , 2016, , .		3
20	Taxonomy of 3D Sensors. , 2016, , .		6
21	Pixel-wise Ground Truth Annotation in Videos - An Semi-automatic Approach for Pixel-wise and Semantic Object Annotation. , 2016, , .		8
22	Interactive Feature Growing for Accurate Object Detection in Megapixel Images. Lecture Notes in Computer Science, 2016, , 546-556.	1.3	2
23	Visual analytics for video applications. IT - Information Technology, 2015, 57, .	0.9	5
24	Semi-automatic ground truth annotation in videos. , 2015, , .		11
25	Evaluation of Multi-view 3D Reconstruction Software. Lecture Notes in Computer Science, 2015, , 450-461.	1.3	25
26	Interactive 3D Modeling - A Survey-based Perspective on Interactive 3D Reconstruction. , 2015, , .		8
27	Real-time communication based on IEEE 802.11b/g for automation of agricultural vehicles. , 2014, , .		1
28	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