Manuel M. Oliveira

List of Publications by Year
in descending order

96	3,663	257357	175177
papers	citations	24 h-index	52 g-index

100	100	100	3020
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Robust point-cloud registration based on dense point matching and probabilistic modeling. Visual Computer, 2022, 38, 3217-3230.	2.5	4
2	Synthesizing Camera Noise Using Generative Adversarial Networks. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2123-2135.	2.9	11
3	Realâ€Time Frequency Adjustment of Images and Videos. Computer Graphics Forum, 2021, 40, 23-37.	1.8	1
4	Real-time simulation of accommodation and low-order aberrations of the human eye using light-gathering trees. Visual Computer, 2021, 37, 2581-2593.	2.5	3
5	Simultaneous magnification of subtle motions and color variations in videos using Riesz pyramids. Computers and Graphics, 2021, 101, 35-45.	1.4	6
6	Video Folding: Increased Framerate for Semi-Repetitive Sequences. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 3900-3912.	2.9	0
7	Connectivity-based cylinder detection in unorganized point clouds. Pattern Recognition, 2020, 100, 107161.	5.1	15
8	A robust statistics approach for plane detection in unorganized point clouds. Pattern Recognition, 2020, 100, 107115.	5.1	30
9	Prefilters for Sharp Image Display. Computer Graphics Forum, 2020, 39, 435-449.	1.8	0
10	A PatchMatchâ€based Approach for Matte Propagation in Videos. Computer Graphics Forum, 2019, 38, 651-662.	1.8	1
11	esiCancer: Evolutionary In Silico Cancer Simulator. Cancer Research, 2019, 79, 1010-1013.	0.4	5
12	Corrigendum to ``Humans are easily fooled by digital images'' [Computers & Graphics 68 (2017) 142-151]. Computers and Graphics, 2018, 70, 327.	1.4	0
13	Scene Conversion for Physically-Based Renderers. , 2018, , .		0
14	End-to-End Bone Age Assessment with Residual Learning. , 2018, , .		6
15	Mobile campimetry. Computers and Graphics, 2018, 76, 153-166.	1.4	1
16	A framework for developing and benchmarking sampling and denoising algorithms for Monte Carlo rendering. Visual Computer, 2018, 34, 765-778.	2.5	2
17	Deep Joint Design of Color Filter Arrays and Demosaicing. Computer Graphics Forum, 2018, 37, 389-399.	1.8	33
18	Artistic relighting of paintings and drawings. Visual Computer, 2017, 33, 33-46.	2.5	6

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19	Image forgery detection confronts image composition. Computers and Graphics, 2017, 68, 152-163.	1.4	12
20	Humans are easily fooled by digital images. Computers and Graphics, 2017, 68, 142-151.	1.4	34
21	Spectral remapping for image downscaling. ACM Transactions on Graphics, 2017, 36, 1-16.	4.9	19
22	Personalized Visual Simulation and Objective Validation of Low-Order Aberrations of the Human Eye. , 2016, , .		5
23	Independent color-channel adjustment for seamless cloning based on Laplacian-membrane modulation. Computers and Graphics, 2016, 57, 46-54.	1.4	5
24	Preserving geometry and topology for fluid flows with thin obstacles and narrow gaps. ACM Transactions on Graphics, 2016, 35, 1-12.	4.9	25
25	A Total Variation Approach for Customizing Imagery to Improve Visual Acuity. ACM Transactions on Graphics, 2015, 34, 1-16.	4.9	13
26	Highâ€Order Recursive Filtering of Nonâ€Uniformly Sampled Signals for Image and Video Processing. Computer Graphics Forum, 2015, 34, 81-93.	1.8	19
27	Are Retinal Vessels Calibers Influenced by Blood Pressure Measured at the Time of Retinography Acquisition?. PLoS ONE, 2015, 10, e0136678.	1.1	4
28	Meta-Relief Texture Mapping with Dynamic Texture-Space Ambient Occlusion. , 2015, , .		0
29	Color Adjustment for Seamless Cloning Based on Laplacian-Membrane Modulation. , 2015, , .		2
30	Real-time detection of planar regions in unorganized point clouds. Pattern Recognition, 2015, 48, 2043-2053.	5.1	98
31	Association between plasma adiponectin and arteriolar vesselÂcaliberÂamong elderly hypertensive subjects. Journal of the American Society of Hypertension, 2015, 9, 620-627.e1.	2.3	10
32	Panoramic e-learning videos for non-linear navigation. , 2014, , .		3
33	High-Quality Reverse Tone Mapping for a Wide Range of Exposures. , 2014, , .		79
34	Handling uncertain data in subspace detection. Pattern Recognition, 2014, 47, 3225-3241.	5.1	2
35	Fast high-quality non-blind deconvolution using sparse adaptive priors. Visual Computer, 2014, 30, 661-671.	2.5	30
36	Overview and State-of-the-Art of Uncertainty Visualization. Mathematics and Visualization, 2014, , 3-27.	0.4	125

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37	Association between carotid intima-media thickness and retinal arteriolar and venular diameter in patients with hypertension: AÂcross-sectional study. Atherosclerosis, 2013, 229, 134-138.	0.4	15
38	Using Patterns to Encode Color Information for Dichromats. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 118-129.	2.9	35
39	Towards More Accessible Visualizations for Color-Vision-Deficient Individuals. Computing in Science and Engineering, 2013, 15, 80-87.	1.2	20
40	Efficient Smoke Simulation on Curvilinear Grids. Computer Graphics Forum, 2013, 32, 235-244.	1.8	10
41	Tailored displays to compensate for visual aberrations. ACM Transactions on Graphics, 2012, 31, 1-12.	4.9	50
42	Adaptive manifolds for real-time high-dimensional filtering. ACM Transactions on Graphics, 2012, 31, 1-13.	4.9	176
43	A general framework for subspace detection in unordered multidimensional data. Pattern Recognition, 2012, 45, 3566-3579.	5.1	12
44	Coding Depth through Mask Structure. Computer Graphics Forum, 2012, 31, 459-468.	1.8	3
45	Nuclear Morphometric Analysis (NMA): Screening of Senescence, Apoptosis and Nuclear Irregularities. PLoS ONE, 2012, 7, e42522.	1.1	141
46	Guest Editor's Introduction: Special Section on the Symposium on Interactive 3D Graphics and Games (I3D). IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1034-1035.	2.9	0
47	Domain transform for edge-aware image and video processing. , 2011, , .		195
48	CATRA. ACM Transactions on Graphics, 2011, 30, 1-8.	4.9	14
49	CATRA. , 2011, , .		19
50	A gentle introduction to coded computational photography. , 2011, , .		2
51	Domain transform for edge-aware image and video processing. ACM Transactions on Graphics, 2011, 30, 1-12.	4.9	527
52	Computer-Assisted Methods to Evaluate Retinal Vascular Caliber: What Are They Measuring?. Investigative Ophthalmology and Visual Science, 2011, 52, 810-815.	3.3	26
53	Shared Sampling for Realâ€Time Alpha Matting. Computer Graphics Forum, 2010, 29, 575-584.	1.8	261
54	Realâ€Time Temporalâ€Coherent Color Contrast Enhancement for Dichromats. Computer Graphics Forum, 2010, 29, 933-942.	1.8	46

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55	NETRA. ACM Transactions on Graphics, 2010, 29, 1-8.	4.9	60
56	NETRA. , 2010, , .		16
57	Corrections to â€œA Physiologically-Based Model for Simulation of Color Vision Deficiencyâ€œ [Nov-Dec 09 1291-1298]. IEEE Transactions on Visualization and Computer Graphics, 2010, 16, 352-352.	2.9	2
58	Dual of Shack-Hartmann Optometry using Mobile Phones. , 2010, , .		4
59	High-quality brightness enhancement functions for real-time reverse tone mapping. Visual Computer, 2009, 25, 539-547.	2.5	44
60	Realistic real-time sound re-synthesis and processing forÂinteractive virtual worlds. Visual Computer, 2009, 25, 469-477.	2.5	13
61	Photorealistic models for pupil light reflex and iridal pattern deformation. ACM Transactions on Graphics, 2009, 28, 1-12.	4.9	83
62	Geometric Algebra: A Powerful Tool for Solving Geometric Problems in Visual Computing. , 2009, , .		4
63	A Physiologically-based Model for Simulation of Color Vision Deficiency. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 1291-1298.	2.9	116
64	A Conceptual Image-Based Data Glove for Computer-Human Interaction. Revista De Informatica Teorica E Aplicada, 2009, 15, 75-94.	0.2	6
65	Reconstructing regular meshes from points. Visual Computer, 2008, 24, 361-371.	2.5	1
66	An improved contrast enhancing approach for color-to-grayscale mappings. Visual Computer, 2008, 24, 505-514.	2.5	38
67	Uncertainty propagation: Avoiding the expensive sampling process for real-time image-based measurements. Computational Statistics and Data Analysis, 2008, 52, 3852-3876.	0.7	2
68	Real-time line detection through an improved Hough transform voting scheme. Pattern Recognition, 2008, 41, 299-314.	5.1	336
69	An Efficient Naturalness-Preserving Image-Recoloring Method for Dichromats. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 1747-1754.	2.9	108
70	Instant mesh deformation. , 2008, , .		6
71	Real-time refraction through deformable objects. , 2007, , .		20
72	Filling holes on locally smooth surfaces reconstructed from point clouds. Image and Vision Computing, 2007, 25, 103-113.	2.7	86

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73	Documenting Visual Quality Controls on the Evaluation of Petroleum Reservoir-Rocks Through Ontology-Based Image Annotation. , 2007, , 455-464.		0
74	Relief mapping of non-height-field surface details. , 2006, , .		62
75	A fast and accurate approach for computing the dimensions of boxes from single perspective images. Journal of the Brazilian Computer Society, 2006, 12, 19-30.	0.8	10
76	A scanner for computing box dimensions in real time. , 2006, , .		0
77	A fast and accurate approach for computing the dimensions of boxes from single perspective images. Journal of the Brazilian Computer Society, 2006, 12, 19-30.	0.8	0
78	Real-time relief mapping on arbitrary polygonal surfaces. , 2005, , .		6
79	Real-time relief mapping on arbitrary polygonal surfaces. ACM Transactions on Graphics, 2005, 24, 935-935.	4.9	29
80	Real-time relief mapping on arbitrary polygonal surfaces. , 2005, , .		125
81	Computing Box Dimensions from Single Perspective Images in Real Time. , 2005, , .		2
82	Surface reconstruction using oriented charges. , 2005, , .		9
83	Casual 3D photography. , 2003, , .		0
84	An inexpensive 3D camera. , 2002, , .		0
85	Improved Scene Reconstruction from Range Images. Computer Graphics Forum, 2002, 21, 521-530.	1.8	20
86	Relief texture mapping. , 2000, , .		159
87	Image-based objects. , 1999, , .		24
88	The impact of dense range data on computer graphics. , 0, , .		13
89	Correcting texture mapping errors introduced by graphics hardware. , 0, , .		0
90	A hole-filling strategy for reconstruction of smooth surfaces in range images. , 0, , .		59

#	Article	IF	Citations
91	A sketch-based collaborative design system. , 0, , .		5
92	A point-and-shoot color 3D camera. , 0, , .		6
93	Multiple-depth shadow maps. , 0, , .		4
94	Efficient warping for architectural walkthroughs using layered depth images. , 0, , .		16
95	Reconstructing Manifold and Non-Manifold Surfaces from Point Clouds. , 0, , .		3
96	Preemptive text warping to prevent appearance of motion blur. Visual Computer, 0, , .	2.5	0