# Demetri Terzopoulos

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/10829697/publications.pdf

Version: 2024-02-01

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|---|---|---|---|
| 95 papers | 26,277 citations | 136950 32 h-index | 114465 63 g-index |
| 101 all docs | 101 docs citations | 101 times ranked | 12250 citing authors |

| # | Article | IF | Citations |
|---|---|---|---|
| 1 | Snakes: Active contour models. International Journal of Computer Vision, 1988, 1, 321-331. | 15.6 | 13,615 |
| 2 | Deformable models in medical image analysis: a survey. Medical Image Analysis, 1996, 1, 91-108. | 11.6 | 1,560 |
| 3 | Image Segmentation Using Deep Learning: A Survey. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, PP, 1-1. | 13.9 | 1,071 |
| 4 | Elastically deformable models. Computer Graphics, 1987, 21, 205-214. | 0.1 | 974 |
| 5 | Elastically deformable models. , 1987, , . | | 746 |
| 6 | Regularization of Inverse Visual Problems Involving Discontinuities. IEEE Transactions on Pattern Analysis and Machine Intelligence, 1986, PAMI-8, 413-424. | 13.9 | 642 |
| 7 | Constraints on deformable models:Recovering 3D shape and nonrigid motion. Artificial Intelligence, 1988, 36, 91-123. | 5.8 | 636 |
| 8 | Realistic modeling for facial animation. , 1995, , . | | 559 |
| 9 | Deformable models. Visual Computer, 1988, 4, 306-331. | 3.5 | 453 |
| 10 | Artificial fishes. , 1994, , . | | 425 |
| 11 | Physicallyâ€based facial modelling, analysis, and animation. Computer Animation and Virtual Worlds, 1990, 1, 73-80. | 0.9 | 409 |
| 12 | T-snakes: Topology adaptive snakes. Medical Image Analysis, 2000, 4, 73-91. | 11.6 | 354 |
| 13 | Modeling inelastic deformation. Computer Graphics, 1988, 22, 269-278. | 0.1 | 335 |
| 14 | A dynamic finite element surface model for segmentation and tracking in multidimensional medical images with application to cardiac 4D image analysis. Computerized Medical Imaging and Graphics, 1995, 19, 69-83. | 5.8 | 303 |
| 15 | Multilevel computational processes for visual surface reconstruction. Computer Vision, Graphics, and Image Processing, 1983, 24, 52-96. | 1.0 | 278 |
| 16 | Cognitive modeling. , 1999, , . | | 263 |
| 17 | Composable controllers for physics-based character animation. , 2001, , . | | 228 |
| 18 | Autonomous pedestrians. , 2005, , . | | 228 |

| # | Article | IF | Citations |
|---|---|---|---|
| 19 | Symmetry-seeking models and 3D object reconstruction. International Journal of Computer Vision, 1988, 1, 211-221. | 15.6 | 220 |
| 20 | Signal matching through scale space. International Journal of Computer Vision, 1987, 1, 133-144. | 15.6 | 206 |
| 21 | Make it home. ACM Transactions on Graphics, 2011, 30, 1-12. | 7.2 | 205 |
| 22 | Dynamic NURBS with geometric constraints for interactive sculpting. ACM Transactions on Graphics, 1994, 13, 103-136. | 7.2 | 199 |
| 23 | Artificial Fishes: Autonomous Locomotion, Perception, Behavior, and Learning in a Simulated Physical World. Artificial Life, 1994, 1, 327-351. | 1.3 | 193 |
| 24 | Autonomous pedestrians. Graphical Models, 2007, 69, 246-274. | 2.4 | 191 |
| 25 | Finding structure in Co-occurrence matrices for texture analysis. Computer Graphics and Image Processing, 1980, 12, 286-308. | 0.8 | 174 |
| 26 | Modeling inelastic deformation. , 1988, , . | | 121 |
| 27 | Automated learning of muscle-actuated locomotion through control abstraction. , 1995, , . | | 111 |
| 28 | United Snakes. Medical Image Analysis, 2006, 10, 215-233. | 11.6 | 101 |
| 29 | Modelling and animating faces using scanned data. Computer Animation and Virtual Worlds, 1991, 2, 123-128. | 0.9 | 84 |
| 30 | Dynamic deformation of solid primitives with constraints. Computer Graphics, 1992, 26, 309-312. | 0.1 | 80 |
| 31 | Artificial life for computer graphics. Communications of the ACM, 1999, 42, 32-42. | 4.5 | 75 |
| 32 | Surveillance camera scheduling: a virtual vision approach. Multimedia Systems, 2006, 12, 269-283. | 4.7 | 64 |
| 33 | Artificial intelligence-enabled screening for diabetic retinopathy: a real-world, multicenter and prospective study. BMJ Open Diabetes Research and Care, 2020, 8, e001596. | 2.8 | 56 |
| 34 | The virtual stuntman: dynamic characters with a repertoire of autonomous motor skills. Computers and Graphics, 2001, 25, 933-953. | 2.5 | 55 |
| 35 | Deformable organisms for automatic medical image analysis. Medical Image Analysis, 2002, 6, 251-266. | 11.6 | 53 |
| 36 | Medical Image Segmentation Using Topologically Adaptable Snakes. Lecture Notes in Computer Science, 1995, , 92-101. | 1.3 | 52 |

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|---|---|---|---|
| 37 | Surveillance in Virtual Reality: System Design and Multi-Camera Control. , 2007, , . | | 51 |
| 38 | Configurable 3D Scene Synthesis and 2D Image Rendering with Per-pixel Ground Truth Using Stochastic Grammars. International Journal of Computer Vision, 2018, 126, 920-941. | 15.6 | 50 |
| 39 | Inferring Forces and Learning Human Utilities from Videos. , 2016, , . | | 49 |
| 40 | Smart Camera Networks in Virtual Reality. Proceedings of the IEEE, 2008, 96, 1640-1656. | 21.3 | 44 |
| 41 | A non-self-intersecting adaptive deformable surface for complex boundary extraction from volumetric images. Computers and Graphics, 2001, 25, 421-440. | 2.5 | 43 |
| 42 | Planning ahead for PTZ camera assignment and handoff. , 2009, , . | | 39 |
| 43 | Techniques for Realistic Facial Modeling and Animation. , 1991, , 59-74. | | 38 |
| 44 | Dynamic NURBS swung surfaces for physics-based shape design. CAD Computer Aided Design, 1995, 27, 111-127. | 2.7 | 35 |
| 45 | Triangular NURBS and their dynamic generalizations. Computer Aided Geometric Design, 1997, 14, 325-347. | 1.2 | 34 |
| 46 | The Clutterpalette: An Interactive Tool for Detailing Indoor Scenes. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1138-1148. | 4.4 | 34 |
| 47 | Automated pericardium delineation and epicardial fat volume quantification from noncontrast CT. Medical Physics, 2015, 42, 5015-5026. | 3.0 | 32 |
| 48 | DressUp!. ACM Transactions on Graphics, 2012, 31, 1-14. | 7.2 | 31 |
| 49 | Heating and melting deformable models. Computer Animation and Virtual Worlds, 1991, 2, 68-73. | 0.9 | 30 |
| 50 | Deformable Organisms for Automatic Medical Image Analysis. Lecture Notes in Computer Science, 2001, , 66-76. | 1.3 | 26 |
| 51 | Physically based and probabilistic models for computer vision. , 1991, 1570, 140. | | 22 |
| 52 | Local Physical Models for Interactive Character Animation. Computer Graphics Forum, 2002, 21, 337-346. | 3.0 | 22 |
| 53 | Surveillance camera scheduling. , 2005, , . | | 20 |
| 54 | Perceptive agents and systems in virtual reality. , 2003, , . | | 19 |

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|---|---|---|---|
| 55 | Position-based real-time simulation of large crowds. Computers and Graphics, 2019, 78, 12-22. | 2.5 | 19 |
| 56 | Multi-camera Control through Constraint Satisfaction for Persistent Surveillance. , 2008, , . | | 18 |
| 57 | Interactive Medical Image Segmentation with United Snakes. Lecture Notes in Computer Science, 1999, , 116-127. | 1.3 | 15 |
| 58 | Fast and Scalable Position-Based Layout Synthesis. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 3231-3243. | 4.4 | 14 |
| 59 | Stereo Matching As Constrained Optimization Using Scale Continuation Methods. Proceedings of SPIE, 1987, , . | 0.8 | 13 |
| 60 | Smart Camera Networks in Virtual Reality. , 2007, , . | | 13 |
| 61 | Fast and automatic segmentation of pulmonary lobes from chest CT using a progressive dense V-network. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 2020, 8, 509-518. | 1.9 | 13 |
| 62 | Visual modeling for computer animation. Computer Graphics, 1999, 33, 42-45. | 0.1 | 13 |
| 63 | Deformable Models. , 2000, , 127-145. | | 11 |
| 64 | The Cognitive Controller: A Hybrid, Deliberative/Reactive Control Architecture for Autonomous Robots. Lecture Notes in Computer Science, 2004, , 1102-1111. | 1.3 | 11 |
| 65 | Intelligent perception and control for space robotics. Machine Vision and Applications, 2008, 19, 141-161. | 2.7 | 11 |
| 66 | Perceptual Modeling for the Behavioral Animation of Fishes. , 1994, , . | | 11 |
| 67 | <title>Adaptive surface reconstruction</title>. , 1991, 1383, 257. | | 10 |
| 68 | Guest Editorial Annotation-Efficient Deep Learning: The Holy Grail of Medical Imaging. IEEE Transactions on Medical Imaging, 2021, 40, 2526-2533. | 8.9 | 10 |
| 69 | Populating Reconstructed Archaeological Sites with Autonomous Virtual Humans. Lecture Notes in Computer Science, 2006, , 420-433. | 1.3 | 10 |
| 70 | Door and Doorway Etiquette for Virtual Humans. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 1502-1517. | 4.4 | 9 |
| 71 | Fast GPU computation of the mass properties of a general shape and its application to buoyancy simulation. Visual Computer, 2006, 22, 856-864. | 3.5 | 8 |
| 72 | Learning Arm Motion Strategies for Balance Recovery of Humanoid Robots. , 2010, , . | | 8 |

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|---|---|---|---|
| 73 | Detection of osteogenesis imperfecta by automated texture analysis. Computer Graphics and Image Processing, 1982, 20, 229-243. | 0.8 | 7 |
| 74 | Skull-stripping with machine learning deformable organisms. Journal of Neuroscience Methods, 2014, 236, 114-124. | 2.5 | 7 |
| 75 | Automated pericardial fat quantification from coronary magnetic resonance angiography: feasibility study. Journal of Medical Imaging, 2016, 3, 014002. | 1.5 | 7 |
| 76 | Position-based multi-agent dynamics for real-time crowd simulation. , 2017, , . | | 7 |
| 77 | Multi-adversarial Variational Autoencoder Networks. , 2019, , . | | 6 |
| 78 | Proactive PTZ Camera Control. , 2011, , 273-287. | | 6 |
| 79 | Synthetic motion capture: Implementing an interactive virtual marine world. Visual Computer, 1999, 15, 377-394. | 3.5 | 5 |
| 80 | Physically-Based Fusion of Visual Data over Space, Time, and Scale. , 1993, , 63-69. | | 4 |
| 81 | A Unified Statistical/Deterministic Deformable Model for LV Segmentation in Cardiac MRI. Lecture Notes in Computer Science, 2014, , 180-187. | 1.3 | 3 |
| 82 | Skull-stripping with deformable organisms. , 2011, , 1662-1665. | | 2 |
| 83 | Visualization of vascular injuries in extremity trauma. Medical and Biological Engineering and Computing, 2017, 55, 1709-1718. | 2.8 | 2 |
| 84 | Deformable and Functional Models. Computational Methods in Applied Sciences (Springer), 2011, , 125-143. | 0.3 | 2 |
| 85 | Patient-Specific Interactive Simulation of Compression Ultrasonography. , 2014, , . | | 1 |
| 86 | Learning Biomimetic Perception for Human Sensorimotor Control. , 2018, , . | | 1 |
| 87 | Simulating Humans and Lower Animals. Lecture Notes in Computer Science, 2010, , 1-10. | 1.3 | 1 |
| 88 | Shape, Depth, And Nonrigid Motion From Profiles. Proceedings of SPIE, 1988, , . | 0.8 | 0 |
| 89 | The simulation of humans and lower animals. , 2009, , . | | 0 |
| 90 | Virtual Vision: Simulating Camera Networks in Virtual Reality for Surveillance System Design and Evaluation. , 2009, , . | | 0 |

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|---|---|---|---|
| 91 | Virtual Vision for Camera Networks Research. Academic Press Library in Signal Processing, 2014, 4, 609-625. | 0.8 | 0 |
| 92 | Visual Modeling. , 1991, , 9-12. | | 0 |
| 93 | On Deformable Models. Mathematical Sciences Research Institute Publications, 1991, , 181-192. | 0.3 | 0 |
| 94 | GENERAL-PURPOSE SOFT TISSUE SEGMENTATION FROM MEDICAL IMAGES. , 1995, , 293-304. | | 0 |
| 95 | Automated Model-Based Left Ventricle Segmentation in Cardiac MR Images. Lecture Notes in Computer Science, 2016, , 3-12. | 1.3 | 0 |