Aaron Hertzmann

List of Publications by Year
in descending order

91 papers	10,809 citations	159585 30 h-index	197818 49 g-index
91 all docs	91 docs citations	91 times ranked	5563 citing authors

#	Article	IF	Citations
1	ConTesse: Accurate Occluding Contours for Subdivision Surfaces. ACM Transactions on Graphics, 2023, 42, 1-16.	7.2	2
2	ZoomShop: Depthâ€Aware Editing of Photographic Composition. Computer Graphics Forum, 2022, 41, 57-70.	3.0	2
3	LayoutGAN: Synthesizing Graphic Layouts With Vector-Wireframe Adversarial Networks. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, 43, 2388-2399.	13.9	23
4	The Role of Edges in Line Drawing Perception. Perception, 2021, 50, 266-275.	1.2	8
5	Neural Strokes: Stylized Line Drawing of 3D Shapes. , 2021, , .		10
6	HuMoR: 3D Human Motion Model for Robust Pose Estimation. , 2021, , .		115
7	Visual Font Pairing. IEEE Transactions on Multimedia, 2020, 22, 2086-2097.	7.2	7
8	Neural Contours: Learning to Draw Lines From 3D Shapes. , 2020, , .		17
9	Why Do Line Drawings Work? A Realism Hypothesis. Perception, 2020, 49, 439-451.	1.2	28
10	Contact and Human Dynamics from Monocular Video. Lecture Notes in Computer Science, 2020, , 71-87.	1.3	32
11	Computers do not make art, people do. Communications of the ACM, 2020, 63, 45-48.	4.5	16
12	Predicting Visual Importance Across Graphic Design Types. , 2020, , .		17
13	Toward Quantifying Ambiguities in Artistic Images. ACM Transactions on Applied Perception, 2020, 17, 1-10.	1.9	3
14	Transforming and Projecting Images into Class-Conditional Generative Networks. Lecture Notes in Computer Science, 2020, , 17-34.	1.3	38
15	Context-Aware Asset Search for Graphic Design. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2419-2429.	4.4	7
16	Motion parallax for 360Â° RGBD video. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1817-1827.	4.4	59
17	Learning A Strokeâ€Based Representation for Fonts. Computer Graphics Forum, 2019, 38, 429-442.	3.0	13
18	Line Drawings from 3D Models: A Tutorial. Foundations and Trends in Computer Graphics and Vision, 2019, 11, 1-159.	4.5	24

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19	Depth Conflict Reduction for Stereo VR Video Interfaces. , 2018, , .		9
20	Can Computers Create Art?. Arts, 2018, 7, 18.	0.3	70
21	Video for virtual reality. , 2017, , .		3
22	Learning Visual Importance for Graphic Designs and Data Visualizations. , 2017, , .		102
23	Vremiere. , 2017, , .		35
24	Style-based exploration of illustration datasets. Multimedia Tools and Applications, 2017, 76, 13067-13086.	3.9	15
25	CollaVR. , 2017, , .		46
26	Controlling Perceptual Factors in Neural Style Transfer. , 2017, , .		274
27	BAM! The Behance Artistic Media Dataset for Recognition Beyond Photography. , 2017, , .		73
28	Learning hierarchical shape segmentation and labeling from online repositories. ACM Transactions on Graphics, 2017, 36, 1-12.	7.2	37
29	Automatic Portrait Segmentation for Image Stylization. Computer Graphics Forum, 2016, 35, 93-102.	3.0	123
30	Deep Classifiers from Image Tags in the Wild. , 2015, , .		33
31	Style compatibility for 3D furniture models. ACM Transactions on Graphics, 2015, 34, 1-9.	7.2	70
32	MatrixWave. , 2015, , .		88
33	Metric Regression Forests for Correspondence Estimation. International Journal of Computer Vision, 2015, 113, 163-175.	15.6	40
34	Efficient Optimization for Sparse Gaussian Process Regression. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2015, 37, 2415-2427.	13.9	22
35	Predicting Range of Acceptable Photographic Tonal Adjustments. , 2015, , .		3
36	DesignScape. , 2015, , .		108

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37	A similarity measure for illustration style. ACM Transactions on Graphics, 2014, 33, 1-9.	7.2	61
38	Exploratory font selection using crowdsourced attributes. ACM Transactions on Graphics, 2014, 33, 1-9.	7.2	94
39	Collaborative filtering of color aesthetics. , 2014, , .		33
40	Learning Layouts for Single-PageGraphic Designs. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1200-1213.	4.4	114
41	User-Specific Hand Modeling from Monocular Depth Sequences. , 2014, , .		58
42	Computing smooth surface contours with accurate topology. ACM Transactions on Graphics, 2014, 33, 1-21.	7.2	13
43	Learning Latent Factor Models of Travel Data for Travel Prediction and Analysis. Lecture Notes in Computer Science, 2014, , 131-142.	1.3	4
44	PortraitSketch. , 2014, , .		50
45	Recognizing Image Style. , 2014, , .		187
46	Image-Based Remodeling. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 56-66.	4.4	12
47	Trajectory Optimization for Full-Body Movements with Complex Contacts. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1405-1414.	4.4	87
48	Metric Regression Forests for Human Pose Estimation. , 2013, , .		24
49	Learning hatching for pen-and-ink illustration of surfaces. ACM Transactions on Graphics, 2012, 31, 1-17.	7.2	72
50	AniPaint: Interactive Painterly Animation from Video. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 475-487.	4.4	42
51	Physics-Based Characters. IEEE Computer Graphics and Applications, 2011, 31, 20-21.	1.2	5
52	Color compatibility from large datasets. , 2011, , .		56
53	Color compatibility from large datasets. ACM Transactions on Graphics, 2011, 30, 1-12.	7.2	105
54	Learning 3D mesh segmentation and labeling. ACM Transactions on Graphics, 2010, 29, 1-12.	7.2	306

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55	Physics-Based Person Tracking Using the Anthropomorphic Walker. International Journal of Computer Vision, 2010, 87, 140-155.	15.6	75
56	Optimizing walking controllers for uncertain inputs and environments. ACM Transactions on Graphics, 2010, 29, 1-8.	7.2	57
57	Robust physics-based locomotion using low-dimensional planning. ACM Transactions on Graphics, 2010, 29, 1-8.	7.2	108
58	Feature-based locomotion controllers. ACM Transactions on Graphics, 2010, 29, 1-10.	7.2	146
59	Non-Photorealistic Rendering and the science of art. , 2010, , .		44
60	Shape and Spatially-Varying BRDFs from Photometric Stereo. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2010, 32, 1060-1071.	13.9	182
61	Prioritized optimization for task-space control. , 2009, , .		35
62	Image sequence geolocation with human travel priors. , 2009, , .		104
63	Realistic human body movement for emotional expressiveness. , 2009, , .		4
64	Data-driven curvature for real-time line drawing of dynamic scenes. ACM Transactions on Graphics, 2009, 28, 1-13.	7.2	24
65	Optimizing walking controllers. ACM Transactions on Graphics, 2009, 28, 1-8.	7.2	124
66	Optimizing walking controllers. , 2009, , .		35
67	Gaussian Process Dynamical Models for Human Motion. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2008, 30, 283-298.	13.9	713
68	Nonrigid Structure-from-Motion: Estimating Shape and Motion with Hierarchical Priors. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2008, 30, 878-892.	13.9	380
69	Correction to "Gaussian Process Dynamical Models for Human Motion" [Feb 08 283-298]. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2008, 30, 1118-1118.	13.9	10
70	Active learning for real-time motion controllers. ACM Transactions on Graphics, 2007, 26, 5.	7.2	31
71	Specifying label layout style by example. , 2007, , .		26
72	Active learning for real-time motion controllers. , 2007, , .		10

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73	Multifactor Gaussian process models for style-content separation. , 2007, , .		93
74	Isophote distance. , 2007, , .		43
75	Physics-Based Person Tracking Using Simplified Lower-Body Dynamics. , 2007, , .		45
76	Removing camera shake from a single photograph. , 2006, , .		317
77	Removing camera shake from a single photograph. ACM Transactions on Graphics, 2006, 25, 787-794.	7.2	1,446
78	Learning physics-based motion style with nonlinear inverse optimization. ACM Transactions on Graphics, 2005, 24, 1071-1081.	7.2	258
79	Example-based photometric stereo: shape reconstruction with general, varying BRDFs. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2005, 27, 1254-1264.	13.9	241
80	Keyframe-based tracking for rotoscoping and animation. , 2004, , .		45
81	Introduction to Bayesian learning. , 2004, , .		8
82	Keyframe-based tracking for rotoscoping and animation. ACM Transactions on Graphics, 2004, 23, 584-591.	7.2	134
83	Style-based inverse kinematics. , 2004, , .		118
84	Style-based inverse kinematics. ACM Transactions on Graphics, 2004, 23, 522-531.	7.2	451
85	Fast paint texture. , 2002, , .		61
86	Shape analogies. , 2002, , .		24
87	Image analogies. , 2001, , .		1,094
88	Illustrating smooth surfaces. , 2000, , .		396
89	Style machines. , 2000, , .		487
90	Painterly rendering for video and interaction. , 2000, , .		131

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91	Painterly rendering with curved brush strokes of multiple sizes. , 1998, , .		414