Guofeng Zhang

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/316592/publications.pdf

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16	437	1163117 8	1474206 9
papers	citations	h-index	g-index

16	16	16	374
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Robust Self-Supervised LiDAR Odometry Via Representative Structure Discovery and 3D Inherent Error Modeling. IEEE Robotics and Automation Letters, 2022, 7, 1651-1658.	5.1	10
2	Crossview Mapping with Graph-based Geolocalization on City-Scale Street Maps. , 2022, , .		2
3	Dynamic human body reconstruction and motion tracking with low-cost depth cameras. Visual Computer, 2021, 37, 603-618.	3.5	11
4	Learning Dense Correspondences for Non-Rigid Point Clouds With Two-Stage Regression. IEEE Transactions on Image Processing, 2021, 30, 8468-8482.	9.8	0
5	The present and future of mixed reality in China. Communications of the ACM, 2021, 64, 64-69.	4.5	9
6	VS-Net: Voting with Segmentation for Visual Localization. , 2021, , .		19
7	DP-MVS: Detail Preserving Multi-View Surface Reconstruction of Large-Scale Scenes. Remote Sensing, 2021, 13, 4569.	4.0	11
8	Mobile3DRecon: Real-time Monocular 3D Reconstruction on a Mobile Phone. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 3446-3456.	4.4	38
9	Sequential 3D Human Pose and Shape Estimation From Point Clouds. , 2020, , .		25
10	Depth Completion From Sparse LiDAR Data With Depth-Normal Constraints. , 2019, , .		137
11	Templateless Non-Rigid Reconstruction and Motion Tracking With a Single RGB-D Camera. IEEE Transactions on Image Processing, 2017, 26, 5966-5979.	9.8	19
12	Efficient Non-Consecutive Feature Tracking for Robust Structure-From-Motion. IEEE Transactions on Image Processing, 2016, 25, 5957-5970.	9.8	56
13	Robust 3D Reconstruction With an RGB-D Camera. IEEE Transactions on Image Processing, 2014, 23, 4893-4906.	9.8	34
14	Efficient Non-consecutive Feature Tracking for Structure-from-Motion. Lecture Notes in Computer Science, 2010, , 422-435.	1.3	21
15	Robust Metric Reconstruction from Challenging Video Sequences. , 2007, , .		45
16	RLPâ€VIO: Robust and lightweight planeâ€based visualâ€inertial odometry for augmented reality. Computer Animation and Virtual Worlds, 0, , .	1.2	0