Tim Weyrich

List of Publications by Year
in descending order

71 papers	2,234 citations	331670 21 h-index	289244 40 g-index
71 all docs	71 docs citations	71 times ranked	1462 citing authors

#	Article	IF	Citations
1	Real-Time 3D Reconstruction in Dynamic Scenes Using Point-Based Fusion. , 2013, , .		246
2	Analysis of human faces using a measurement-based skin reflectance model. ACM Transactions on Graphics, 2006, 25, 1013-1024.	7.2	231
3	3D-printing of non-assembly, articulated models. ACM Transactions on Graphics, 2012, 31, 1-8.	7.2	170
4	Fabricating microgeometry for custom surface reflectance. ACM Transactions on Graphics, 2009, 28, 1-6.	7.2	105
5	Two-shot SVBRDF capture for stationary materials. ACM Transactions on Graphics, 2015, 34, 1-13.	7.2	105
6	A system for high-volume acquisition and matching of fresco fragments. ACM Transactions on Graphics, 2008, 27, 1-9.	7.2	98
7	A layered, heterogeneous reflectance model for acquiring and rendering human skin. ACM Transactions on Graphics, 2008, 27, 1-12.	7.2	90
8	Principles of Appearance Acquisition and Representation. Foundations and Trends in Computer Graphics and Vision, 2007, 4, 75-191.	4.5	79
9	Capturing Time-of-Flight data with confidence. , 2011, , .		75
10	Practical SVBRDF capture in the frequency domain. ACM Transactions on Graphics, 2013, 32, 1-12.	7.2	73
11	Goalâ€based Caustics. Computer Graphics Forum, 2011, 30, 503-511.	3.0	57
12	Fingerprinting Blank Paper Using Commodity Scanners. , 2009, , .		52
13	Beaming: An Asymmetric Telepresence System. IEEE Computer Graphics and Applications, 2012, 32, 10-17.	1.2	47
14	Modeling human color perception under extended luminance levels. ACM Transactions on Graphics, 2009, 28, 1-9.	7.2	43
15	A Survey of Geometric Analysis in Cultural Heritage. Computer Graphics Forum, 2016, 35, 4-31.	3.0	43
16	Analysis of human faces using a measurement-based skin reflectance model. , 2006, , .		41
17	Neural BTF Compression and Interpolation. Computer Graphics Forum, 2019, 38, 235-244.	3.0	38
18	A layered, heterogeneous reflectance model for acquiring and rendering human skin. , 2008, , .		34

#	Article	IF	Citations
19	Multi-feature matching of fresco fragments. ACM Transactions on Graphics, 2010, 29, 1-12.	7.2	34
20	Scattering-aware texture reproduction for 3D printing. ACM Transactions on Graphics, 2017, 36, 1-15.	7.2	34
21	Geometry-aware scattering compensation for 3D printing. ACM Transactions on Graphics, 2019, 38, 1-14.	7.2	32
22	A practical appearance model for dynamic facial color. ACM Transactions on Graphics, 2010, 29, 1-10.	7.2	31
23	Learning how to match fresco fragments. Journal on Computing and Cultural Heritage, 2011, 4, 1-13.	2.1	30
24	Comprehensive Use of Curvature for Robust and Accurate Online Surface Reconstruction. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2017, 39, 2349-2365.	13.9	29
25	Digital bas-relief from 3D scenes. , 2007, , .		28
26	Unified Neural Encoding of BTFs. Computer Graphics Forum, 2020, 39, 167-178.	3.0	26
27	Acting Rehearsal in Collaborative Multimodal Mixed Reality Environments. Presence: Teleoperators and Virtual Environments, 2012, 21, 406-422.	0.6	25
28	A system for high-volume acquisition and matching of fresco fragments. , 2008, , .		24
29	Dense 3D reconstruction from specularity consistency. , 2008, , .		23
30	Principles of appearance acquisition and representation. , 2008, , .		19
31	Learning on the Edge: Investigating Boundary Filters in CNNs. International Journal of Computer Vision, 2020, 128, 773-782.	15.6	19
32	Decomposing Single Images for Layered Photo Retouching. Computer Graphics Forum, 2017, 36, 15-25.	3.0	18
33	Tools for Virtual Reassembly of Fresco Fragments. International Journal of Heritage in the Digital Era, 2012, 1, 313-329.	0.5	16
34	Neural BRDF Representation and Importance Sampling. Computer Graphics Forum, 2021, 40, 332-346.	3.0	15
35	Rendering Deformable Surface Reflectance Fields. IEEE Transactions on Visualization and Computer Graphics, 2005, 11, 48-58.	4.4	14
36	Complications of Cosmetic Botulinum Toxin A Injections to the Upper Face: A Systematic Review and Meta-Analysis. Aesthetic Surgery Journal, 2022, 42, NP327-NP336.	1.6	14

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37	Contentâ€aware surface parameterization for interactive restoration of historical documents. Computer Graphics Forum, 2014, 33, 401-409.	3.0	13
38	Density-based Outlier Rejection in Monte Carlo Rendering. Computer Graphics Forum, 2010, 29, 2119-2125.	3.0	12
39	Supporting interoperability and presence awareness in collaborative mixed reality environments. , 2013, , .		11
40	3D reconstruction for damaged documents. , 2013, , .		11
41	The value of critical destruction: Evaluating multispectral image processing methods for the analysis of primary historical texts. Digital Scholarship in the Humanities, 0, , fqv036.	0.7	11
42	Fabricating microgeometry for custom surface reflectance. , 2009, , .		10
43	Panoinserts. , 2013, , .		10
44	Facial skin ageing: Key concepts and overview of processes. International Journal of Cosmetic Science, 2022, 44, 414-420.	2.6	9
45	A study of image colourfulness. , 2014, , .		8
46	Multispectral Imaging of Degraded Parchment. Lecture Notes in Computer Science, 2013, , 143-157.	1.3	8
47	Multi-feature matching of fresco fragments. , 2010, , .		8
48	Interactive Exploration and Flattening of Deformed Historical Documents. Computer Graphics Forum, 2013, 32, 327-334.	3.0	7
49	Texture Stationarization: Turning Photos into Tileable Textures. Computer Graphics Forum, 2017, 36, 177-188.	3.0	7
50	Fracturing Artefacts into 3D Printable Puzzles to Enhance Audience Engagement with Heritage Collections. Journal on Computing and Cultural Heritage, 2020, 13, 1-22.	2.1	7
51	Neural Acceleration of Scatteringâ€Aware Color 3D Printing. Computer Graphics Forum, 2021, 40, 205-219.	3.0	6
52	PhotoApp. ACM Transactions on Graphics, 2021, 40, 1-16.	7.2	5
53	Cultural Heritage Destruction: Documenting Parchment Degradation via Multispectral Imaging. , 0, , .		5
54	A hardware architecture for surface splatting. ACM Transactions on Graphics, 2007, 26, 90.	7.2	4

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55	Analyzing and simulating fracture patterns of theran wall paintings. Journal on Computing and Cultural Heritage, 2012, 5, 1-14.	2.1	4
56	Frequency-based controls for terrain editing. , 2014, , .		4
57	Motion Blur for EWA Surface Splatting. Computer Graphics Forum, 2010, 29, 733-742.	3.0	3
58	Multi-spectral Material Classification in Landscape Scenes Using Commodity Hardware. Lecture Notes in Computer Science, 2013, , 209-216.	1.3	3
59	Monocular Reconstruction of Neural Face Reflectance Fields. , 2021, , .		3
60	Interactive simulation of teeth cleaning. International Congress Series, 2001, 1230, 682-688.	0.2	1
61	Digitally reconstructing the Great Parchment Book: 3D recovery of fire-damaged historical documents. Digital Scholarship in the Humanities, 2016, , fqw057.	0.7	1
62	Progressive Refinement Imaging. Computer Graphics Forum, 2020, 39, 360-374.	3.0	1
63	Robust and practical measurement of volume transport parameters in solid photo-polymer materials for 3D printing. Optics Express, 2021, 29, 7568.	3.4	1
64	An integer representation for periodic tilings of the plane by regular polygons. Computers and Graphics, 2021, 95, 69-80.	2.5	1
65	Interactivity and User Engagement in Art Presentation Interfaces. Springer Series on Cultural Computing, 2016, , 107-123.	0.6	1
66	High-Dynamic-Range Lighting Estimation From Face Portraits. , 2020, , .		1
67	Processing and editing of faces using a measurement-based skin reflectance model. , 2006, , .		0
68	PhotoApp. ACM Transactions on Graphics, 2021, 40, 1-16.	7.2	0
69	Towards a spatio-temporal appearance model for human skin. , 2010, , .		0
70	Investigating Design and Evaluation Guidelines for Interactive Presentation of Visual Art. Springer Series on Cultural Computing, 2016, , 125-147.	0.6	0
71	Correction of Dropped Frames in High-resolution Push-broom Hyperspectral Images for Cultural Heritage. Journal on Computing and Cultural Heritage, 2022, 15, 1-19.	2.1	0