

# Tim Weyrich

## List of Publications by Year in descending order

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Version: 2024-02-01

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	Complications of Cosmetic Botulinum Toxin A Injections to the Upper Face: A Systematic Review and Meta-Analysis. <i>Aesthetic Surgery Journal</i> , 2022, 42, NP327-NP336.	1.6	14
2	Correction of Dropped Frames in High-resolution Push-broom Hyperspectral Images for Cultural Heritage. <i>Journal on Computing and Cultural Heritage</i> , 2022, 15, 1-19.	2.1	0
3	Facial skin ageing: Key concepts and overview of processes. <i>International Journal of Cosmetic Science</i> , 2022, 44, 414-420.	2.6	9
4	Robust and practical measurement of volume transport parameters in solid photo-polymer materials for 3D printing. <i>Optics Express</i> , 2021, 29, 7568.	3.4	1
5	An integer representation for periodic tilings of the plane by regular polygons. <i>Computers and Graphics</i> , 2021, 95, 69-80.	2.5	1
6	Neural Acceleration of Scattering-aware Color 3D Printing. <i>Computer Graphics Forum</i> , 2021, 40, 205-219.	3.0	6
7	Neural BRDF Representation and Importance Sampling. <i>Computer Graphics Forum</i> , 2021, 40, 332-346.	3.0	15
8	PhotoApp. <i>ACM Transactions on Graphics</i> , 2021, 40, 1-16.	7.2	5
9	PhotoApp. <i>ACM Transactions on Graphics</i> , 2021, 40, 1-16.	7.2	0
10	Monocular Reconstruction of Neural Face Reflectance Fields. , 2021, , .		3
11	Learning on the Edge: Investigating Boundary Filters in CNNs. <i>International Journal of Computer Vision</i> , 2020, 128, 773-782.	15.6	19
12	Unified Neural Encoding of BTFs. <i>Computer Graphics Forum</i> , 2020, 39, 167-178.	3.0	26
13	Progressive Refinement Imaging. <i>Computer Graphics Forum</i> , 2020, 39, 360-374.	3.0	1
14	Fracturing Artefacts into 3D Printable Puzzles to Enhance Audience Engagement with Heritage Collections. <i>Journal on Computing and Cultural Heritage</i> , 2020, 13, 1-22.	2.1	7
15	High-Dynamic-Range Lighting Estimation From Face Portraits. , 2020, , .		1
16	Geometry-aware scattering compensation for 3D printing. <i>ACM Transactions on Graphics</i> , 2019, 38, 1-14.	7.2	32
17	Neural BTF Compression and Interpolation. <i>Computer Graphics Forum</i> , 2019, 38, 235-244.	3.0	38
18	Comprehensive Use of Curvature for Robust and Accurate Online Surface Reconstruction. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2017, 39, 2349-2365.	13.9	29

#	ARTICLE	IF	CITATIONS
19	Texture Stationarization: Turning Photos into Tileable Textures. Computer Graphics Forum, 2017, 36, 177-188.	3.0	7
20	Decomposing Single Images for Layered Photo Retouching. Computer Graphics Forum, 2017, 36, 15-25.	3.0	18
21	Scattering-aware texture reproduction for 3D printing. ACM Transactions on Graphics, 2017, 36, 1-15.	7.2	34
22	A Survey of Geometric Analysis in Cultural Heritage. Computer Graphics Forum, 2016, 35, 4-31.	3.0	43
23	Digitally reconstructing the Great Parchment Book: 3D recovery of fire-damaged historical documents. Digital Scholarship in the Humanities, 2016, , fqw057.	0.7	1
24	Interactivity and User Engagement in Art Presentation Interfaces. Springer Series on Cultural Computing, 2016, , 107-123.	0.6	1
25	Investigating Design and Evaluation Guidelines for Interactive Presentation of Visual Art. Springer Series on Cultural Computing, 2016, , 125-147.	0.6	0
26	Two-shot SVBRDF capture for stationary materials. ACM Transactions on Graphics, 2015, 34, 1-13.	7.2	105
27	A study of image colourfulness. , 2014, , .		8
28	Frequency-based controls for terrain editing. , 2014, , .		4
29	Content-aware surface parameterization for interactive restoration of historical documents. Computer Graphics Forum, 2014, 33, 401-409.	3.0	13
30	Interactive Exploration and Flattening of Deformed Historical Documents. Computer Graphics Forum, 2013, 32, 327-334.	3.0	7
31	Supporting interoperability and presence awareness in collaborative mixed reality environments. , 2013, , .		11
32	Real-Time 3D Reconstruction in Dynamic Scenes Using Point-Based Fusion. , 2013, , .		246
33	3D reconstruction for damaged documents. , 2013, , .		11
34	Practical SVBRDF capture in the frequency domain. ACM Transactions on Graphics, 2013, 32, 1-12.	7.2	73
35	Multispectral Imaging of Degraded Parchment. Lecture Notes in Computer Science, 2013, , 143-157.	1.3	8
36	Multi-spectral Material Classification in Landscape Scenes Using Commodity Hardware. Lecture Notes in Computer Science, 2013, , 209-216.	1.3	3

#	ARTICLE	IF	CITATIONS
37	Panoinserts. , 2013, , .		10
38	Analyzing and simulating fracture patterns of theran wall paintings. Journal on Computing and Cultural Heritage, 2012, 5, 1-14.	2.1	4
39	Acting Rehearsal in Collaborative Multimodal Mixed Reality Environments. Presence: Teleoperators and Virtual Environments, 2012, 21, 406-422.	0.6	25
40	3D-printing of non-assembly, articulated models. ACM Transactions on Graphics, 2012, 31, 1-8.	7.2	170
41	Tools for Virtual Reassembly of Fresco Fragments. International Journal of Heritage in the Digital Era, 2012, 1, 313-329.	0.5	16
42	Beaming: An Asymmetric Telepresence System. IEEE Computer Graphics and Applications, 2012, 32, 10-17.	1.2	47
43	Capturing Time-of-Flight data with confidence. , 2011, , .		75
44	Goal-based Caustics. Computer Graphics Forum, 2011, 30, 503-511.	3.0	57
45	Learning how to match fresco fragments. Journal on Computing and Cultural Heritage, 2011, 4, 1-13.	2.1	30
46	A practical appearance model for dynamic facial color. ACM Transactions on Graphics, 2010, 29, 1-10.	7.2	31
47	Motion Blur for EWA Surface Splatting. Computer Graphics Forum, 2010, 29, 733-742.	3.0	3
48	Density-based Outlier Rejection in Monte Carlo Rendering. Computer Graphics Forum, 2010, 29, 2119-2125.	3.0	12
49	Multi-feature matching of fresco fragments. ACM Transactions on Graphics, 2010, 29, 1-12.	7.2	34
50	Multi-feature matching of fresco fragments. , 2010, , .		8
51	Towards a spatio-temporal appearance model for human skin. , 2010, , .		0
52	Modeling human color perception under extended luminance levels. ACM Transactions on Graphics, 2009, 28, 1-9.	7.2	43
53	Fabricating microgeometry for custom surface reflectance. ACM Transactions on Graphics, 2009, 28, 1-6.	7.2	105
54	Fabricating microgeometry for custom surface reflectance. , 2009, , .		10

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55	Fingerprinting Blank Paper Using Commodity Scanners. , 2009, , .		52
56	Dense 3D reconstruction from specular consistency. , 2008, , .		23
57	A layered, heterogeneous reflectance model for acquiring and rendering human skin. ACM Transactions on Graphics, 2008, 27, 1-12.	7.2	90
58	A layered, heterogeneous reflectance model for acquiring and rendering human skin. , 2008, , .		34
59	A system for high-volume acquisition and matching of fresco fragments. , 2008, , .		24
60	A system for high-volume acquisition and matching of fresco fragments. ACM Transactions on Graphics, 2008, 27, 1-9.	7.2	98
61	Principles of appearance acquisition and representation. , 2008, , .		19
62	Digital bas-relief from 3D scenes. , 2007, , .		28
63	A hardware architecture for surface splatting. ACM Transactions on Graphics, 2007, 26, 90.	7.2	4
64	Principles of Appearance Acquisition and Representation. Foundations and Trends in Computer Graphics and Vision, 2007, 4, 75-191.	4.5	79
65	Analysis of human faces using a measurement-based skin reflectance model. ACM Transactions on Graphics, 2006, 25, 1013-1024.	7.2	231
66	Processing and editing of faces using a measurement-based skin reflectance model. , 2006, , .		0
67	Analysis of human faces using a measurement-based skin reflectance model. , 2006, , .		41
68	Rendering Deformable Surface Reflectance Fields. IEEE Transactions on Visualization and Computer Graphics, 2005, 11, 48-58.	4.4	14
69	Interactive simulation of teeth cleaning. International Congress Series, 2001, 1230, 682-688.	0.2	1
70	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
71	Cultural Heritage Destruction: Documenting Parchment Degradation via Multispectral Imaging. , 0, , .		5