Andrea Giachetti

List of Publications by Year
in descending order

64 papers	1,236 citations	471509 17 h-index	414414 32 g-index
70 all docs	70 docs citations	70 times ranked	1271 citing authors

#	Article	IF	Citations
1	Real-Time Artifact-Free Image Upscaling. IEEE Transactions on Image Processing, 2011, 20, 2760-2768.	9.8	183
2	Matching techniques to compute image motion. Image and Vision Computing, 2000, 18, 247-260.	4.5	166
3	A Survey on 3D Virtual Object Manipulation: From the Desktop to Immersive Virtual Environments. Computer Graphics Forum, 2019, 38, 21-45.	3.0	78
4	Real-Time Haptic and Visual Simulation of Bone Dissection. Presence: Teleoperators and Virtual Environments, 2003, 12, 110-122.	0.6	59
5	Accurate and reliable segmentation of the optic disc in digital fundus images. Journal of Medical Imaging, 2014, 1, 024001.	1.5	54
6	TESTIMAGES: A Large Data Archive For Display and Algorithm Testing. Journal of Graphics Tools, 2013, 17, 113-125.	0.3	37
7	A multiprocessor decoupled system for the simulation of temporal bone surgery. Computing and Visualization in Science, 2002, 5, 35-43.	1.2	36
8	Radial Symmetry Detection and Shape Characterization with the Multiscale Area Projection Transform. Computer Graphics Forum, 2012, 31, 1669-1678.	3.0	35
9	The use of radial symmetry to localize retinal landmarks. Computerized Medical Imaging and Graphics, 2013, 37, 369-376.	5.8	32
10	On-line analysis of echocardiographic image sequences. Medical Image Analysis, 1998, 2, 261-284.	11.6	31
11	Robust Automatic Measurement of 3D Scanned Models for the Human Body Fat Estimation. IEEE Journal of Biomedical and Health Informatics, 2015, 19, 660-667.	6.3	27
12	Shape Retrieval of Non-rigid 3D Human Models. International Journal of Computer Vision, 2016, 120, 169-193.	15.6	27
13	Reconstruction and web distribution of measurable arterial models. Medical Image Analysis, 2003, 7, 79-93.	11.6	25
14	Retrieval and classification methods for textured 3D models: a comparative study. Visual Computer, 2016, 32, 217-241.	3.5	25
15	Effective features for artery-vein classification in digital fundus images. , 2012, , .		23
16	Comparing 3D trajectories for simple mid-air gesture recognition. Computers and Graphics, 2018, 73, 17-25.	2.5	23
17	The use of optical flow to characterize muscle contraction. Journal of Neuroscience Methods, 2001, 110, 65-80.	2.5	22
18	SHREC 2021: Skeleton-based hand gesture recognition in the wild. Computers and Graphics, 2021, 99, 201-211.	2.5	19

#	ARTICLE	IF	CITATIONS
19	An interactive 3D medical visualization system based on a light field display. Visual Computer, 2009, 25, 883-893.	3.5	18
20	Scale Space Graph Representation and Kernel Matching for Non Rigid and Textured 3D Shape Retrieval. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2016, 38, 1258-1271.	13.9	15
21	A novel framework for highlight reflectance transformation imaging. Computer Vision and Image Understanding, 2018, 168, 118-131.	4.7	15
22	The Smart Pin: An effective tool for object manipulation in immersive virtual reality environments. Computers and Graphics, 2018, 74, 225-233.	2.5	15
23	The use of optical flow for the analysis of non-rigid motions. International Journal of Computer Vision, 1996, 18, 255-279.	15.6	14
24	Stateâ€ofâ€theâ€art in Multiâ€Light Image Collections for Surface Visualization and Analysis. Computer Graphics Forum, 2019, 38, 909-934.	3.0	14
25	SHREC 2020: Multi-domain protein shape retrieval challenge. Computers and Graphics, 2020, 91, 189-198.	2.5	14
26	Corrections to â€œReal-Time Artifact Free Image Upscalingâ€•[Oct 11 2760-2768]. IEEE Transactions on Image Processing, 2012, 21, 2361-2361.	9.8	11
27	Automatic labelling of anatomical landmarks on 3D body scans. Graphical Models, 2014, 76, 648-657.	2.4	10
28	Evaluation of basic object manipulation modes for low-cost immersive Virtual Reality. , 2015, , .		10
29	Neural reflectance transformation imaging. Visual Computer, 2020, 36, 2161-2174.	3.5	10
30	SHREC 2020: Retrieval of digital surfaces with similar geometric reliefs. Computers and Graphics, 2020, 91, 199-218.	2.5	10
31	SHREC 2021: Retrieval and classification of protein surfaces equipped with physical and chemical properties. Computers and Graphics, 2021, 99, 1-21.	2.5	10
32	Optic Flow and Autonomous Navigation. Perception, 1995, 24, 253-267.	1.2	9
33	Multiresolution localization and segmentation of the optical disc in fundus images using inpainted background and vessel information. , 2011, , .		9
34	SFINGE 3D: A novel benchmark for online detection and recognition of heterogeneous hand gestures from 3D fingersâ€™ trajectories. Computers and Graphics, 2020, 91, 232-242.	2.5	9
35	Automatic Segmentation of Scanned Human Body Using Curve Skeleton Analysis. Lecture Notes in Computer Science, 2009, , 34-45.	1.3	8
36	Web-based Exploration of Annotated Multi-Layered Relightable Image Models. Journal on Computing and Cultural Heritage, 2021, 14, 1-29.	2.1	7

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37	Abdominal aortic aneurysms: virtual imaging and analysis through a remote web server. European Radiology, 2005, 15, 348-352.	4.5	6
38	Effective Characterization of Relief Patterns. Computer Graphics Forum, 2018, 37, 83-92.	3.0	6
39	Edge Detection on Polynomial Texture Maps. Lecture Notes in Computer Science, 2013, , 482-491.	1.3	6
40	Vascular Modeling from Volumetric Diagnostic Data: A Review. Current Medical Imaging, 2006, 2, 415-423.	0.8	5
41	Digital three-dimensional anthropometry detection of exercise-induced fat mass reduction in obese women. Sport Sciences for Health, 2015, 11, 67-71.	1.3	5
42	AQUATICS Reconstruction Software: The Design of a Diagnostic Tool Based on Computer Vision Algorithms. Lecture Notes in Computer Science, 2004, , 48-63.	1.3	5
43	Computer Assisted Analysis of Echocardiographic Image Sequences. Lecture Notes in Computer Science, 1995, , 267-271.	1.3	5
44	The smart pin. , 2017, , .		5
45	Multiscale descriptors and metric learning for human body shape retrieval. Visual Computer, 2016, 32, 693-703.	3.5	4
46	Analyzing Body Fat from Depth Images. , 2018, , .		3
47	XR-Cockpit: a comparison of VR and AR solutions on an interactive training station. , 2020, , .		3
48	3D Digital Anthropometry Using the BodySCAN. , 2010, , .		3
49	Computer Assisted Estimation of Anthropometric Parameters from Whole Body Scanner Data. Lecture Notes in Computer Science, 2009, , 71-83.	1.3	3
50	PAVEL: Decorative Patterns with Packed Volumetric Elements. ACM Transactions on Graphics, 2022, 41, 1-15.	7.2	3
51	Irradiance Preserving Image Interpolation. , 2010, , .		2
52	Real vs Simulated Foveated Rendering toÂReduce Visual Discomfort in Virtual Reality. Lecture Notes in Computer Science, 2021, , 177-185.	1.3	2
53	3D Reconstruction of Large Tubular Geometries from CT Data. Lecture Notes in Computer Science, 2003, , 132-144.	1.3	2
54	Guided Robust Matte-Model Fitting for Accelerating Multi-light Reflectance Processing Techniques. , 2017, , .		2

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55	Texture Analysis of CT Images for Vascular Segmentation: A Revised Run Length Approach. Lecture Notes in Computer Science, 2005, , 907-914.	1.3	2
56	Web-based 3D quantitative measurements of abdominal aortic aneurysms. International Congress Series, 2001, 1230, 395-400.	0.2	1
57	Towards a psychophysical evaluation of a surgical simulator for bone-burring. , 2005, , .		1
58	Texture analysis for vascular segmentation from CT images. International Congress Series, 2005, 1281, 206-211.	0.2	1
59	Smart Choices for Deviceless and Device-Based Manipulation in Immersive Virtual Reality. , 2018, , .		1
60	Tracking the Movement of Surgical Tools in a Virtual Temporal Bone Dissection Simulator. Lecture Notes in Computer Science, 2003, , 100-107.	1.3	1
61	VIDEM 2020. , 2020, , .		1
62	Towards the Assessment of Motor Network's Behavioral Correlates by Video-EEG. , 2014, , .		0
63	3D Functional Models of Monkey Brain Through Elastic Registration of Histological Sections. Lecture Notes in Computer Science, 2005, , 1182-1189.	1.3	0
64	Texture Retrieval in the Wild Through Detection-Based Attributes. Lecture Notes in Computer Science, 2019, , 522-533.	1.3	0