

Andrea Giachetti

List of Publications by Year in descending order

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64
papers

1,236
citations

471509

17
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414414

32
g-index

70
all docs

70
docs citations

70
times ranked

1271
citing authors

#	ARTICLE	IF	CITATIONS
1	PAVEL: Decorative Patterns with Packed Volumetric Elements. ACM Transactions on Graphics, 2022, 41, 1-15.	7.2	3
2	Real vs Simulated Foveated Rendering to Reduce Visual Discomfort in Virtual Reality. Lecture Notes in Computer Science, 2021, , 177-185.	1.3	2
3	Web-based Exploration of Annotated Multi-Layered Relightable Image Models. Journal on Computing and Cultural Heritage, 2021, 14, 1-29.	2.1	7
4	SHREC 2021: Retrieval and classification of protein surfaces equipped with physical and chemical properties. Computers and Graphics, 2021, 99, 1-21.	2.5	10
5	SHREC 2021: Skeleton-based hand gesture recognition in the wild. Computers and Graphics, 2021, 99, 201-211.	2.5	19
6	SHREC 2020: Multi-domain protein shape retrieval challenge. Computers and Graphics, 2020, 91, 189-198.	2.5	14
7	Neural reflectance transformation imaging. Visual Computer, 2020, 36, 2161-2174.	3.5	10
8	SHREC 2020: Retrieval of digital surfaces with similar geometric reliefs. Computers and Graphics, 2020, 91, 199-218.	2.5	10
9	XR-Cockpit: a comparison of VR and AR solutions on an interactive training station. , 2020, , .		3
10	SFINGE 3D: A novel benchmark for online detection and recognition of heterogeneous hand gestures from 3D fingers' trajectories. Computers and Graphics, 2020, 91, 232-242.	2.5	9
11	VIDEM 2020. , 2020, , .		1
12	State-of-the-Art in Multi-Light Image Collections for Surface Visualization and Analysis. Computer Graphics Forum, 2019, 38, 909-934.	3.0	14
13	A Survey on 3D Virtual Object Manipulation: From the Desktop to Immersive Virtual Environments. Computer Graphics Forum, 2019, 38, 21-45.	3.0	78
14	Texture Retrieval in the Wild Through Detection-Based Attributes. Lecture Notes in Computer Science, 2019, , 522-533.	1.3	0
15	Comparing 3D trajectories for simple mid-air gesture recognition. Computers and Graphics, 2018, 73, 17-25.	2.5	23
16	A novel framework for highlight reflectance transformation imaging. Computer Vision and Image Understanding, 2018, 168, 118-131.	4.7	15
17	Analyzing Body Fat from Depth Images. , 2018, , .		3
18	Smart Choices for Deviceless and Device-Based Manipulation in Immersive Virtual Reality. , 2018, , .		1

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19	The Smart Pin: An effective tool for object manipulation in immersive virtual reality environments. Computers and Graphics, 2018, 74, 225-233.	2.5	15
20	Effective Characterization of Relief Patterns. Computer Graphics Forum, 2018, 37, 83-92.	3.0	6
21	The smart pin. , 2017, , .		5
22	Guided Robust Matte-Model Fitting for Accelerating Multi-light Reflectance Processing Techniques. , 2017, , .		2
23	Multiscale descriptors and metric learning for human body shape retrieval. Visual Computer, 2016, 32, 693-703.	3.5	4
24	Shape Retrieval of Non-rigid 3D Human Models. International Journal of Computer Vision, 2016, 120, 169-193.	15.6	27
25	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
26	Retrieval and classification methods for textured 3D models: a comparative study. Visual Computer, 2016, 32, 217-241.	3.5	25
27	Evaluation of basic object manipulation modes for low-cost immersive Virtual Reality. , 2015, , .		10
28	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
29	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
30	Accurate and reliable segmentation of the optic disc in digital fundus images. Journal of Medical Imaging, 2014, 1, 024001.	1.5	54
31	Towards the Assessment of Motor Network's Behavioral Correlates by Video-EEG. , 2014, , .		0
32	Automatic labelling of anatomical landmarks on 3D body scans. Graphical Models, 2014, 76, 648-657.	2.4	10
33	The use of radial symmetry to localize retinal landmarks. Computerized Medical Imaging and Graphics, 2013, 37, 369-376.	5.8	32
34	TESTIMAGES: A Large Data Archive For Display and Algorithm Testing. Journal of Graphics Tools, 2013, 17, 113-125.	0.3	37
35	Edge Detection on Polynomial Texture Maps. Lecture Notes in Computer Science, 2013, , 482-491.	1.3	6
36	Radial Symmetry Detection and Shape Characterization with the Multiscale Area Projection Transform. Computer Graphics Forum, 2012, 31, 1669-1678.	3.0	35

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37	Effective features for artery-vein classification in digital fundus images. , 2012, , .		23
38	Corrections to "Real-Time Artifact Free Image Upscaling"[Oct 11 2760-2768]. IEEE Transactions on Image Processing, 2012, 21, 2361-2361.	9.8	11
39	Real-Time Artifact-Free Image Upscaling. IEEE Transactions on Image Processing, 2011, 20, 2760-2768.	9.8	183
40	Multiresolution localization and segmentation of the optical disc in fundus images using inpainted background and vessel information. , 2011, , .		9
41	Irradiance Preserving Image Interpolation. , 2010, , .		2
42	3D Digital Anthropometry Using the BodySCAN. , 2010, , .		3
43	An interactive 3D medical visualization system based on a light field display. Visual Computer, 2009, 25, 883-893.	3.5	18
44	Automatic Segmentation of Scanned Human Body Using Curve Skeleton Analysis. Lecture Notes in Computer Science, 2009, , 34-45.	1.3	8
45	Computer Assisted Estimation of Anthropometric Parameters from Whole Body Scanner Data. Lecture Notes in Computer Science, 2009, , 71-83.	1.3	3
46	Vascular Modeling from Volumetric Diagnostic Data: A Review. Current Medical Imaging, 2006, 2, 415-423.	0.8	5
47	Abdominal aortic aneurysms: virtual imaging and analysis through a remote web server. European Radiology, 2005, 15, 348-352.	4.5	6
48	Towards a psychophysical evaluation of a surgical simulator for bone-burring. , 2005, , .		1
49	Texture analysis for vascular segmentation from CT images. International Congress Series, 2005, 1281, 206-211.	0.2	1
50	Texture Analysis of CT Images for Vascular Segmentation: A Revised Run Length Approach. Lecture Notes in Computer Science, 2005, , 907-914.	1.3	2
51	3D Functional Models of Monkey Brain Through Elastic Registration of Histological Sections. Lecture Notes in Computer Science, 2005, , 1182-1189.	1.3	0
52	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
53	Reconstruction and web distribution of measurable arterial models. Medical Image Analysis, 2003, 7, 79-93.	11.6	25
54	Real-Time Haptic and Visual Simulation of Bone Dissection. Presence: Teleoperators and Virtual Environments, 2003, 12, 110-122.	0.6	59

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55	3D Reconstruction of Large Tubular Geometries from CT Data. Lecture Notes in Computer Science, 2003, , 132-144.	1.3	2
56	Tracking the Movement of Surgical Tools in a Virtual Temporal Bone Dissection Simulator. Lecture Notes in Computer Science, 2003, , 100-107.	1.3	1
57	A multiprocessor decoupled system for the simulation of temporal bone surgery. Computing and Visualization in Science, 2002, 5, 35-43.	1.2	36
58	Web-based 3D quantitative measurements of abdominal aortic aneurysms. International Congress Series, 2001, 1230, 395-400.	0.2	1
59	The use of optical flow to characterize muscle contraction. Journal of Neuroscience Methods, 2001, 110, 65-80.	2.5	22
60	Matching techniques to compute image motion. Image and Vision Computing, 2000, 18, 247-260.	4.5	166
61	On-line analysis of echocardiographic image sequences. Medical Image Analysis, 1998, 2, 261-284.	11.6	31
62	The use of optical flow for the analysis of non-rigid motions. International Journal of Computer Vision, 1996, 18, 255-279.	15.6	14
63	Optic Flow and Autonomous Navigation. Perception, 1995, 24, 253-267.	1.2	9
64	Computer Assisted Analysis of Echocardiographic Image Sequences. Lecture Notes in Computer Science, 1995, , 267-271.	1.3	5