

Heinrich Bäthhoff

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8410661/publications.pdf>

Version: 2024-02-01

535
papers

23,861
citations

9264

74
h-index

13375

130
g-index

550
all docs

550
docs citations

550
times ranked

12568
citing authors

#	ARTICLE	IF	CITATIONS
1	Merging the senses into a robust percept. Trends in Cognitive Sciences, 2004, 8, 162-169.	7.8	1,482
2	Psychophysical support for a two-dimensional view interpolation theory of object recognition.. Proceedings of the National Academy of Sciences of the United States of America, 1992, 89, 60-64.	7.1	622
3	Grasping Visual Illusions: No Evidence for a Dissociation Between Perception and Action. Psychological Science, 2000, 11, 20-25.	3.3	530
4	Separate neural pathways for the visual analysis of object shape in perception and prehension. Current Biology, 1994, 4, 604-610.	3.9	513
5	Orientation dependence in the recognition of familiar and novel views of three-dimensional objects. Vision Research, 1992, 32, 2385-2400.	1.4	436
6	Face recognition under varying poses: The role of texture and shape. Vision Research, 1996, 36, 1761-1771.	1.4	369
7	Image-based object recognition in man, monkey and machine. Cognition, 1998, 67, 1-20.	2.2	348
8	Is human object recognition better described by geon structural descriptions or by multiple views? Comment on Biederman and Gerhardstein (1993).. Journal of Experimental Psychology: Human Perception and Performance, 1995, 21, 1494-1505.	0.9	322
9	View-dependent object recognition by monkeys. Current Biology, 1994, 4, 401-414.	3.9	316
10	How Are Three-Dimensional Objects Represented in the Brain?. Cerebral Cortex, 1995, 5, 247-260.	2.9	300
11	Integration of depth modules: stereo and shading. Journal of the Optical Society of America A: Optics and Image Science, and Vision, 1988, 5, 1749.	1.5	291
12	Inverse perspective mapping simplifies optical flow computation and obstacle detection. Biological Cybernetics, 1991, 64, 177-185.	1.3	272
13	A Novel Overactuated Quadrotor Unmanned Aerial Vehicle: Modeling, Control, and Experimental Validation. IEEE Transactions on Control Systems Technology, 2015, 23, 540-556.	5.2	271
14	Viewpoint Dependence in Visual and Haptic Object Recognition. Psychological Science, 2001, 12, 37-42.	3.3	231
15	Perceptual Organization of Local Elements into Global Shapes in the Human Visual Cortex. Current Biology, 2003, 13, 342-349.	3.9	225
16	Effects of visual illusions on grasping.. Journal of Experimental Psychology: Human Perception and Performance, 2001, 27, 1124-1144.	0.9	217
17	A Bayesian model of the disambiguation of gravito-inertial force by visual cues. Experimental Brain Research, 2007, 179, 263-290.	1.5	214
18	Touch can change visual slant perception. Nature Neuroscience, 2000, 3, 69-73.	14.8	211

#	ARTICLE	IF	CITATIONS
19	Bayesian integration of visual and vestibular signals for heading. <i>Journal of Vision</i> , 2010, 10, 23-23.	0.3	198
20	Representation of the Perceived 3-D Object Shape in the Human Lateral Occipital Complex. <i>Cerebral Cortex</i> , 2003, 13, 911-920.	2.9	186
21	What Object Attributes Determine Canonical Views?. <i>Perception</i> , 1999, 28, 575-599.	1.2	182
22	Does the brain know the physics of specular reflection?. <i>Nature</i> , 1990, 343, 165-168.	27.8	181
23	Where did I take that snapshot? Scene-based homing by image matching. <i>Biological Cybernetics</i> , 1998, 79, 191-202.	1.3	177
24	Learning to recognize objects. <i>Trends in Cognitive Sciences</i> , 1999, 3, 22-31.	7.8	175
25	Bilateral Teleoperation of Groups of Mobile Robots With Time-Varying Topology. <i>IEEE Transactions on Robotics</i> , 2012, 28, 1019-1033.	10.3	175
26	Render me real?. <i>ACM Transactions on Graphics</i> , 2012, 31, 1-11.	7.2	174
27	Effects of temporal association on recognition memory. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2001, 98, 4800-4804.	7.1	172
28	Detection of animals in natural images using far peripheral vision. <i>European Journal of Neuroscience</i> , 2001, 14, 869-876.	2.6	171
29	View dependence in scene recognition after active learning. <i>Memory and Cognition</i> , 1999, 27, 996-1007.	1.6	168
30	Modeling, control and design optimization for a fully-actuated hexarotor aerial vehicle with tilted propellers. , 2015, , .		167
31	The Effect of Viewing a Self-Avatar on Distance Judgments in an HMD-Based Virtual Environment. <i>Presence: Teleoperators and Virtual Environments</i> , 2010, 19, 230-242.	0.6	164
32	Shared Control : Balancing Autonomy and Human Assistance with a Group of Quadrotor UAVs. <i>IEEE Robotics and Automation Magazine</i> , 2012, 19, 57-68.	2.0	164
33	Low-Level Image Cues in the Perception of Translucent Materials. <i>ACM Transactions on Applied Perception</i> , 2005, 2, 346-382.	1.9	158
34	Walking improves your cognitive map in environments that are large-scale and large in extent. <i>ACM Transactions on Computer-Human Interaction</i> , 2011, 18, 1-20.	5.7	157
35	Modeling and control of a quadrotor UAV with tilting propellers. , 2012, , .		157
36	Top-down influences on stereoscopic depth-perception. <i>Nature Neuroscience</i> , 1998, 1, 254-257.	14.8	156

#	ARTICLE	IF	CITATIONS
37	Image-based material editing. ACM Transactions on Graphics, 2006, 25, 654-663.	7.2	156
38	A parallel algorithm for real-time computation of optical flow. Nature, 1989, 337, 549-553.	27.8	154
39	The use of facial motion and facial form during the processing of identity. Vision Research, 2003, 43, 1921-1936.	1.4	154
40	3D shape perception from combined depth cues in human visual cortex. Nature Neuroscience, 2005, 8, 820-827.	14.8	154
41	Semiautonomous Haptic Teleoperation Control Architecture of Multiple Unmanned Aerial Vehicles. IEEE/ASME Transactions on Mechatronics, 2013, 18, 1334-1345.	5.8	154
42	Learning View Graphs for Robot Navigation. Autonomous Robots, 1998, 5, 111-125.	4.8	149
43	To What Extent Do Unique Parts Influence Recognition Across Changes in Viewpoint?. Psychological Science, 1997, 8, 282-289.	3.3	147
44	Do HDR displays support LDR content?. ACM Transactions on Graphics, 2007, 26, 38.	7.2	144
45	Visual Homing Is Possible Without Landmarks: A Path Integration Study in Virtual Reality. Presence: Teleoperators and Virtual Environments, 2002, 11, 443-473.	0.6	136
46	Stimulus-specific effects in face recognition over changes in viewpoint. Vision Research, 1998, 38, 2351-2363.	1.4	135
47	Sex Classification is Better with Three-Dimensional Head Structure Than with Image Intensity Information. Perception, 1997, 26, 75-84.	1.2	133
48	Modeling and Control of UAV Bearing Formations with Bilateral High-level Steering. International Journal of Robotics Research, 2012, 31, 1504-1525.	8.5	133
49	The MPI Facial Expression Database – A Validated Database of Emotional and Conversational Facial Expressions. PLoS ONE, 2012, 7, e32321.	2.5	132
50	A passivity-based decentralized strategy for generalized connectivity maintenance. International Journal of Robotics Research, 2013, 32, 299-323.	8.5	131
51	The importance of symmetry and virtual views in three-dimensional object recognition. Current Biology, 1994, 4, 18-23.	3.9	126
52	Working Memory in Wayfinding – A Dual Task Experiment in a Virtual City. Cognitive Science, 2008, 32, 755-770.	1.7	125
53	Decentralized rigidity maintenance control with range measurements for multi-robot systems. International Journal of Robotics Research, 2015, 34, 105-128.	8.5	125
54	Depth Discrimination from Shading under Diffuse Lighting. Perception, 2000, 29, 649-660.	1.2	122

#	ARTICLE	IF	CITATIONS
55	A Prior for Global Convexity in Local Shape-from-Shading. <i>Perception</i> , 2001, 30, 403-410.	1.2	122
56	Owning an Overweight or Underweight Body: Distinguishing the Physical, Experienced and Virtual Body. <i>PLoS ONE</i> , 2014, 9, e103428.	2.5	122
57	The contribution of different facial regions to the recognition of conversational expressions. <i>Journal of Vision</i> , 2008, 8, 1-1.	0.3	117
58	Object-selective responses in the human motion area MT/MST. <i>Nature Neuroscience</i> , 2002, 5, 17-18.	14.8	114
59	Grasp effects of the Ebbinghaus illusion: obstacle avoidance is not the explanation. <i>Experimental Brain Research</i> , 2003, 149, 470-477.	1.5	114
60	Humans and Macaques Employ Similar Face-Processing Strategies. <i>Current Biology</i> , 2009, 19, 509-513.	3.9	112
61	Spatial updating in virtual reality: the sufficiency of visual information. <i>Psychological Research</i> , 2007, 71, 298-313.	1.7	111
62	Shape from texture: Ideal observers and human psychophysics. <i>Vision Research</i> , 1993, 33, 1723-1737.	1.4	109
63	Tracking and chasing in houseflies (<i>Musca</i>). <i>Biological Cybernetics</i> , 1982, 45, 123-130.	1.3	107
64	Comparison of view-based object recognition algorithms using realistic 3D models. <i>Lecture Notes in Computer Science</i> , 1996, , 251-256.	1.3	107
65	Welcome to Wonderland: The Influence of the Size and Shape of a Virtual Hand On the Perceived Size and Shape of Virtual Objects. <i>PLoS ONE</i> , 2013, 8, e68594.	2.5	106
66	Is the Map in Our Head Oriented North?. <i>Psychological Science</i> , 2012, 23, 120-125.	3.3	102
67	CyberWalk. <i>ACM Transactions on Applied Perception</i> , 2011, 8, 1-22.	1.9	100
68	Visual, haptic and crossmodal recognition of scenes. <i>Experimental Brain Research</i> , 2005, 161, 233-242.	1.5	99
69	Accumulation and persistence of memory for natural scenes. <i>Journal of Vision</i> , 2006, 6, 2.	0.3	99
70	Navigating through a virtual city: Using virtual reality technology to study human action and perception. <i>Future Generation Computer Systems</i> , 1998, 14, 231-242.	7.5	98
71	Cognitive factors can influence self-motion perception (vection) in virtual reality. <i>ACM Transactions on Applied Perception</i> , 2006, 3, 194-216.	1.9	93
72	Visual influence on path integration in darkness indicates a multimodal representation of large-scale space. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2011, 108, 1152-1157.	7.1	93

#	ARTICLE	IF	CITATIONS
73	Virtual reality for the psychophysiological assessment of phobic fear: Responses during virtual tunnel driving.. Psychological Assessment, 2007, 19, 340-346.	1.5	92
74	Velocity-Dependent Dynamic Curvature Gain for Redirected Walking. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1041-1052.	4.4	86
75	Shape from specularities: computation and psychophysics. Philosophical Transactions of the Royal Society B: Biological Sciences, 1991, 331, 237-252.	4.0	83
76	Deoxyglucose mapping of nervous activity induced in Drosophila brain by visual movement. Journal of Comparative Physiology A: Neuroethology, Sensory, Neural, and Behavioral Physiology, 1984, 155, 471-483.	1.6	82
77	How is bilateral symmetry of human faces used for recognition of novel views?. Vision Research, 1998, 38, 79-89.	1.4	80
78	A search advantage for faces learned in motion. Experimental Brain Research, 2006, 171, 436-447.	1.5	80
79	Why the visual recognition system might encode the effects of illumination. Vision Research, 1998, 38, 2259-2275.	1.4	76
80	The effect of landmark and body-based sensory information on route knowledge. Memory and Cognition, 2011, 39, 686-699.	1.6	76
81	Neuronal representation of object orientation. Neuropsychologia, 2000, 38, 1235-1241.	1.6	75
82	The influence of eye height and avatars on egocentric distance estimates in immersive virtual environments. , 2011, , .		74
83	Multisensory integration in the estimation of walked distances. Experimental Brain Research, 2012, 218, 551-565.	1.5	74
84	An empirical approach to the experience of architectural space in virtual reality – exploring relations between features and affective appraisals of rectangular indoor spaces. Automation in Construction, 2005, 14, 165-172.	9.8	72
85	Vection is the main contributor to motion sickness induced by visual yaw rotation: Implications for conflict and eye movement theories. PLoS ONE, 2017, 12, e0175305.	2.5	71
86	Visual Motion Responses in the Posterior Cingulate Sulcus: A Comparison to V5/MT and MST. Cerebral Cortex, 2012, 22, 865-876.	2.9	70
87	Multimodal similarity and categorization of novel, three-dimensional objects. Neuropsychologia, 2007, 45, 484-495.	1.6	69
88	Local and Global Reference Frames for Environmental Spaces. Quarterly Journal of Experimental Psychology, 2014, 67, 542-569.	1.1	69
89	On robots and flies: Modeling the visual orientation behavior of flies. Robotics and Autonomous Systems, 1999, 29, 227-242.	5.1	67
90	What's Scene and Not Seen: Influences of Movement and Task Upon What We See. Visual Cognition, 2000, 7, 175-190.	1.6	67

#	ARTICLE	IF	CITATIONS
91	Categorical perception of familiar objects. <i>Cognition</i> , 2002, 85, 113-143.	2.2	63
92	Bayesian motion estimation accounts for a surprising bias in 3D vision. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2008, 105, 12087-12092.	7.1	63
93	Predicting direction detection thresholds for arbitrary translational acceleration profiles in the horizontal plane. <i>Experimental Brain Research</i> , 2011, 209, 95-107.	1.5	63
94	The influence of avatar (self and character) animations on distance estimation, object interaction and locomotion in immersive virtual environments. , 2011, , .		62
95	On-board velocity estimation and closed-loop control of a quadrotor UAV based on optical flow. , 2012, , .		62
96	Effects of visual illusions on grasping.. <i>Journal of Experimental Psychology: Human Perception and Performance</i> , 2001, 27, 1124-1144.	0.9	61
97	Recurrent inversion of visual orientation in the walking fly, <i>Drosophila melanogaster</i> . <i>Journal of Comparative Physiology A: Neuroethology, Sensory, Neural, and Behavioral Physiology</i> , 1982, 148, 471-481.	1.6	60
98	An Unexpected Role for Visual Feedback in Vehicle Steering Control. <i>Current Biology</i> , 2002, 12, 295-299.	3.9	60
99	Human Areas V3A and V6 Compensate for Self-Induced Planar Visual Motion. <i>Neuron</i> , 2012, 73, 1228-1240.	8.1	60
100	Virtual arm ^s reach influences perceived distances but only after experience reaching. <i>Neuropsychologia</i> , 2015, 70, 393-401.	1.6	60
101	A nonlinear force observer for quadrotors and application to physical interactive tasks. , 2014, , .		59
102	The CableRobot simulator large scale motion platform based on cable robot technology. , 2016, , .		59
103	Driving in the future: Temporal visuomotor adaptation and generalization. <i>Journal of Vision</i> , 2001, 1, 3.	0.3	58
104	Do HDR displays support LDR content?. , 2007, , .		56
105	First flight tests for a quadrotor UAV with tilting propellers. , 2013, , .		56
106	What the Human Brain Likes About Facial Motion. <i>Cerebral Cortex</i> , 2013, 23, 1167-1178.	2.9	56
107	Evaluating the perceptual realism of animated facial expressions. <i>ACM Transactions on Applied Perception</i> , 2008, 4, 1-20.	1.9	54
108	A passivity-based decentralized approach for the bilateral teleoperation of a group of UAVs with switching topology. , 2011, , .		54

#	ARTICLE	IF	CITATIONS
109	Estimation of 3D shape from image orientations. Proceedings of the National Academy of Sciences of the United States of America, 2011, 108, 20438-20443.	7.1	54
110	Human-Centered Design and Evaluation of Haptic Cueing for Teleoperation of Multiple Mobile Robots. IEEE Transactions on Cybernetics, 2013, 43, 597-609.	9.5	54
111	The perceptual homunculus: The perception of the relative proportions of the human body.. Journal of Experimental Psychology: General, 2015, 144, 103-113.	2.1	54
112	Biologically Motivated Computer Vision. Lecture Notes in Computer Science, 2002, , .	1.3	54
113	Insect Inspired Visual Control of Translatory Flight. Lecture Notes in Computer Science, 2001, , 627-636.	1.3	54
114	Visual cues can be sufficient for triggering automatic, reflexlike spatial updating. ACM Transactions on Applied Perception, 2005, 2, 183-215.	1.9	53
115	A Distributed Control Approach to Formation Balancing and Maneuvering of Multiple Multirotor UAVs. IEEE Transactions on Robotics, 2018, 34, 870-882.	10.3	52
116	Talk to the Virtual Hands: Self-Animated Avatars Improve Communication in Head-Mounted Display Virtual Environments. PLoS ONE, 2011, 6, e25759.	2.5	52
117	Orientation Congruency Effects for Familiar Objects. Psychological Science, 2005, 16, 214-221.	3.3	51
118	Going into depth: Evaluating 2D and 3D cues for object classification on a new, large-scale object dataset. , 2011, , .		51
119	Contributions of the PPC to Online Control of Visually Guided Reaching Movements Assessed with fMRI-Guided TMS. Cerebral Cortex, 2011, 21, 1602-1612.	2.9	51
120	Visual capture and the experience of having two bodies “ Evidence from two different virtual reality techniques. Frontiers in Psychology, 2013, 4, 946.	2.1	51
121	Qualitative differences in memory for vista and environmental spaces are caused by opaque borders, not movement or successive presentation. Cognition, 2016, 155, 77-95.	2.2	51
122	A psychophysically calibrated controller for navigating through large environments in a limited free-walking space. , 2008, , .		50
123	The effect of social context on the use of visual information. Experimental Brain Research, 2011, 214, 273-284.	1.5	50
124	Haptic teleoperation of multiple unmanned aerial vehicles over the internet. , 2011, , .		50
125	Contributions of visual and proprioceptive information to travelled distance estimation during changing sensory congruencies. Experimental Brain Research, 2014, 232, 3277-3289.	1.5	50
126	The Role of Stereo Vision in Visual“Vestibular Integration. Seeing and Perceiving, 2011, 24, 453-470.	0.3	49

#	ARTICLE	IF	CITATIONS
127	Isovist Analysis Captures Properties of Space Relevant for Locomotion and Experience. Perception, 2007, 36, 1066-1083.	1.2	48
128	Influence of the size of the field of view on motion perception. Computers and Graphics, 2009, 33, 139-146.	2.5	48
129	Cooperative transportation of a payload using quadrotors: A reconfigurable cable-driven parallel robot. , 2016, , .		48
130	Decentralized simultaneous multi-target exploration using a connected network of multiple robots. Autonomous Robots, 2017, 41, 989-1011.	4.8	48
131	A key region in the human parietal cortex for processing proprioceptive hand feedback during reaching movements. NeuroImage, 2014, 84, 615-625.	4.2	47
132	MPI Motion Simulator: Development and Analysis of a Novel Motion Simulator. , 2007, , .		46
133	Aerial grasping of a moving target with a quadrotor UAV. , 2012, , .		46
134	Bilateral teleoperation of a group of UAVs with communication delays and switching topology. , 2012, , .		46
135	Deep Neural Network-Based Cooperative Visual Tracking Through Multiple Micro Aerial Vehicles. IEEE Robotics and Automation Letters, 2018, 3, 3193-3200.	5.1	46
136	Circular, linear, and curvilinear vection in a large-screen virtual environment with floor projection. Computers and Graphics, 2009, 33, 47-58.	2.5	45
137	Nonlinear ego-motion estimation from optical flow for online control of a quadrotor UAV. International Journal of Robotics Research, 2015, 34, 1114-1135.	8.5	45
138	Obstacle detection, tracking and avoidance for a teleoperated UAV. , 2016, , .		45
139	Independent spatial waves of biochemical differentiation along the surface of chicken brain as revealed by the sequential expression of acetylcholinesterase. Cell and Tissue Research, 1988, 251, 587-595.	2.9	44
140	Seeing the hand while reaching speeds up online responses to a sudden change in target position. Journal of Physiology, 2009, 587, 4605-4616.	2.9	44
141	Robust optical-flow based self-motion estimation for a quadrotor UAV. , 2012, , .		44
142	Reshaping the physical properties of a quadrotor through IDA-PBC and its application to aerial physical interaction. , 2014, , .		44
143	Turning a near-hovering controlled quadrotor into a 3D force effector. , 2014, , .		44
144	Optimal visualâ€vestibular integration under conditions of conflicting intersensory motion profiles. Experimental Brain Research, 2015, 233, 587-597.	1.5	44

#	ARTICLE	IF	CITATIONS
145	Rigidity Maintenance Control for Multi-Robot Systems. , 0, , .		44
146	A full-body avatar improves egocentric distance judgments in an immersive virtual environment. , 2008, , .		43
147	Simulating believable forward accelerations on a Stewart motion platform. ACM Transactions on Applied Perception, 2010, 7, 1-27.	1.9	43
148	Egocentric distance perception in large screen immersive displays. Displays, 2013, 34, 153-164.	3.7	43
149	The TeleKyb framework for a modular and extendible ROS-based quadrotor control. , 2013, , .		43
150	Objects exhibit body model like shape distortions. Experimental Brain Research, 2015, 233, 1471-1479.	1.5	43
151	Visual and haptic perceptual spaces show high similarity in humans. Journal of Vision, 2010, 10, 2-2.	0.3	42
152	Active object recognition on a humanoid robot. , 2012, , .		42
153	Causal Inference in the Perception of Verticality. Scientific Reports, 2018, 8, 5483.	3.3	42
154	Feel the Movement. , 2018, , .		41
155	Active Perception Based Formation Control for Multiple Aerial Vehicles. IEEE Robotics and Automation Letters, 2019, 4, 4491-4498.	5.1	41
156	Learning New Sensorimotor Contingencies: Effects of Long-Term Use of Sensory Augmentation on the Brain and Conscious Perception. PLoS ONE, 2016, 11, e0166647.	2.5	41
157	Learning to walk in virtual reality. ACM Transactions on Applied Perception, 2013, 10, 1-17.	1.9	40
158	Motion Scaling for High-Performance Driving Simulators. IEEE Transactions on Human-Machine Systems, 2013, 43, 265-276.	3.5	39
159	Imagined Self-Motion Differs from Perceived Self-Motion: Evidence from a Novel Continuous Pointing Method. PLoS ONE, 2009, 4, e7793.	2.5	38
160	Velocity-dependent dynamic curvature gain for redirected walking. , 2011, , .		38
161	Perceived Depth Scales with Disparity Gradient. Perception, 1991, 20, 145-153.	1.2	37
162	Manipulating Video Sequences to Determine the Components of Conversational Facial Expressions. ACM Transactions on Applied Perception, 2005, 2, 251-269.	1.9	37

#	ARTICLE	IF	CITATIONS
163	Measurement of instantaneous perceived self-motion using continuous pointing. <i>Experimental Brain Research</i> , 2009, 195, 429-444.	1.5	37
164	From Isovists via Mental Representations to Behaviour: First Steps toward Closing the Causal Chain. <i>Environment and Planning B: Planning and Design</i> , 2012, 39, 48-62.	1.7	37
165	Integration of visual and inertial cues in the perception of angular self-motion. <i>Experimental Brain Research</i> , 2013, 231, 209-218.	1.5	37
166	Beyond Faces and Expertise. <i>Psychological Science</i> , 2016, 27, 213-222.	3.3	37
167	Modeling direction discrimination thresholds for yaw rotations around an earth-vertical axis for arbitrary motion profiles. <i>Experimental Brain Research</i> , 2012, 220, 89-99.	1.5	36
168	Abstract Representations of Associated Emotions in the Human Brain. <i>Journal of Neuroscience</i> , 2015, 35, 5655-5663.	3.6	36
169	Causal Inference in Multisensory Heading Estimation. <i>PLoS ONE</i> , 2017, 12, e0169676.	2.5	36
170	Learning to navigate: Experience versus maps. <i>Cognition</i> , 2013, 129, 24-30.	2.2	35
171	Semi-autonomous trajectory generation for mobile robots with integral haptic shared control. , 2014, , .		35
172	Forced Fusion in Multisensory Heading Estimation. <i>PLoS ONE</i> , 2015, 10, e0127104.	2.5	34
173	Foggy perception slows us down. <i>ELife</i> , 2012, 1, e00031.	6.0	34
174	The dynamics of visual pattern masking in natural scene processing: A magnetoencephalography study. <i>Journal of Vision</i> , 2005, 5, 10.	0.3	33
175	Semantic 3D motion retargeting for facial animation. , 2006, , .		33
176	Classification of Faces in Man and Machine. <i>Neural Computation</i> , 2006, 18, 143-165.	2.2	33
177	A semi-autonomous UAV platform for indoor remote operation with visual and haptic feedback. , 2014, , .		33
178	Cultural differences in room size perception. <i>PLoS ONE</i> , 2017, 12, e0176115.	2.5	33
179	Using neuropharmacology to distinguish between excitatory and inhibitory movement detection mechanisms in the fly <i>Calliphora erythrocephala</i> . <i>Biological Cybernetics</i> , 1988, 59, 71-80.	1.3	32
180	Interaction between Transparency and Structure from Motion. <i>Neural Computation</i> , 1992, 4, 573-589.	2.2	32

#	ARTICLE	IF	CITATIONS
181	Learning illumination- and orientation-invariant representations of objects through temporal association. <i>Journal of Vision</i> , 2009, 9, 6-6.	0.3	32
182	The role of visual similarity and memory in body model distortions. <i>Acta Psychologica</i> , 2016, 164, 103-111.	1.5	32
183	Eye and pointer coordination in search and selection tasks. , 2010, , .		32
184	Image-based material editing. , 2006, , .		31
185	The Thatcher illusion in humans and monkeys. <i>Proceedings of the Royal Society B: Biological Sciences</i> , 2010, 277, 2973-2981.	2.6	30
186	Walk this way: Approaching bodies can influence the processing of faces. <i>Cognition</i> , 2011, 118, 17-31.	2.2	30
187	Design and implementation of a novel architecture for physical human-UAV interaction. <i>International Journal of Robotics Research</i> , 2017, 36, 800-819.	8.5	30
188	Evaluation of real-world and computer-generated stylized facial expressions. <i>ACM Transactions on Applied Perception</i> , 2007, 4, 16.	1.9	29
189	Egocentric distance judgments in a large screen display immersive virtual environment. , 2010, , .		29
190	Persistent perceptual delay for head movement onset relative to auditory stimuli of different durations and rise times. <i>Experimental Brain Research</i> , 2012, 220, 41-50.	1.5	29
191	The MPI Emotional Body Expressions Database for Narrative Scenarios. <i>PLoS ONE</i> , 2014, 9, e113647.	2.5	29
192	Analogous motion illusion in man and fly. <i>Nature</i> , 1979, 278, 636-638.	27.8	28
193	Categorization of natural scenes. <i>ACM Transactions on Applied Perception</i> , 2007, 4, 19.	1.9	28
194	View-Based Recognition of Faces in Man and Machine: Re-visiting Inter-extra-Ortho. <i>Lecture Notes in Computer Science</i> , 2002, , 651-660.	1.3	28
195	The quick and the dead: when reaction beats intention. <i>Proceedings of the Royal Society B: Biological Sciences</i> , 2010, 277, 1667-1674.	2.6	27
196	Similarity and categorization: From vision to touch. <i>Acta Psychologica</i> , 2011, 138, 219-230.	1.5	27
197	Serial exploration of faces: Comparing vision and touch. <i>Journal of Vision</i> , 2012, 12, 6-6.	0.3	27
198	Reference frames in learning from maps and navigation. <i>Psychological Research</i> , 2015, 79, 1000-1008.	1.7	27

#	ARTICLE	IF	CITATIONS
199	Steering Demands Diminish the Early-P3, Late-P3 and RON Components of the Event-Related Potential of Task-Irrelevant Environmental Sounds. <i>Frontiers in Human Neuroscience</i> , 2016, 10, 73.	2.0	27
200	The prototype effect revisited: Evidence for an abstract feature model of face recognition. <i>Journal of Vision</i> , 2008, 8, 20.	0.3	26
201	The eyes grasp, the hands see: Metric category knowledge transfers between vision and touch. <i>Psychonomic Bulletin and Review</i> , 2014, 21, 976-985.	2.8	26
202	A comparison of scale estimation schemes for a quadrotor UAV based on optical flow and IMU measurements. , 2013, , .		26
203	A fully actuated quadrotor UAV with a propeller tilting mechanism: Modeling and control. , 2016, , .		26
204	Gaze-eccentricity effects on road position and steering.. <i>Journal of Experimental Psychology: Applied</i> , 2002, 8, 247-258.	1.2	25
205	Is prior knowledge of object geometry used in visually guided reaching?. <i>Journal of Vision</i> , 2005, 5, 2-2.	0.3	25
206	Scene consistency and spatial presence increase the sensation of self-motion in virtual reality. , 2005, , .		25
207	Categorization of natural scenes. , 2006, , .		25
208	Parametric animacy percept evoked by a single moving dot mimicking natural stimuli. <i>Journal of Vision</i> , 2013, 13, 15-15.	0.3	25
209	Human sensitivity to vertical self-motion. <i>Experimental Brain Research</i> , 2014, 232, 303-314.	1.5	25
210	Naturalistic Stimulus Structure Determines the Integration of Audiovisual Looming Signals in Binocular Rivalry. <i>PLoS ONE</i> , 2013, 8, e70710.	2.5	25
211	<i>Drosophila</i> mutants disturbed in visual orientation. <i>Biological Cybernetics</i> , 1982, 45, 71-77.	1.3	24
212	An advantage for detecting dynamic targets in natural scenes. <i>Journal of Vision</i> , 2006, 6, 8.	0.3	24
213	Neural correlates of oddball detection in self-motion heading: A high-density event-related potential study of vestibular integration. <i>Experimental Brain Research</i> , 2012, 219, 1-11.	1.5	24
214	Pilot Adaptation to Different Classes of Haptic Aids in Tracking Tasks. <i>Journal of Guidance, Control, and Dynamics</i> , 2014, 37, 1741-1753.	2.8	24
215	Distributed functions of detection and discrimination of vibrotactile stimuli in the hierarchical human somatosensory system. <i>Frontiers in Human Neuroscience</i> , 2014, 8, 1070.	2.0	24
216	Eye Height Manipulations. <i>ACM Transactions on Applied Perception</i> , 2015, 12, 1-23.	1.9	24

#	ARTICLE	IF	CITATIONS
217	Stereo integration, mean field theory and psychophysics. <i>Network: Computation in Neural Systems</i> , 1991, 2, 423-442.	3.6	24
218	Design, identification and experimental testing of a light-weight flexible-joint arm for aerial physical interaction. , 2015, , .		23
219	Efficacy of augmented visual environments for reducing sickness in autonomous vehicles. <i>Applied Ergonomics</i> , 2021, 90, 103282.	3.1	23
220	Behavioral experiments in spatial cognition using virtual reality. <i>Lecture Notes in Computer Science</i> , 1998, , 447-467.	1.3	23
221	The Importance of Postural Cues for Determining Eye Height in Immersive Virtual Reality. <i>PLoS ONE</i> , 2015, 10, e0127000.	2.5	23
222	The MPI CyberMotion Simulator: A Novel Research Platform to Investigate Human Control Behavior. <i>Journal of Computing Science and Engineering</i> , 2013, 7, 122-131.	0.6	23
223	The integration of higher order form and motion by the human brain. <i>NeuroImage</i> , 2008, 42, 1529-1536.	4.2	22
224	A comparison of Direct and Indirect Haptic Aiding for Remotely Piloted Vehicles. , 2010, , .		22
225	Emotion categorization of body expressions in narrative scenarios. <i>Frontiers in Psychology</i> , 2014, 5, 623.	2.1	22
226	Aerial physical interaction via IDA-PBC. <i>International Journal of Robotics Research</i> , 2019, 38, 403-421.	8.5	22
227	Decoding Accuracy in Supplementary Motor Cortex Correlates with Perceptual Sensitivity to Tactile Roughness. <i>PLoS ONE</i> , 2015, 10, e0129777.	2.5	22
228	Human stereovision without localized image features. <i>Biological Cybernetics</i> , 1995, 72, 279-293.	1.3	21
229	Learning view graphs for robot navigation. , 1997, , .		21
230	Perceiving simulated ego-motions in virtual reality: comparing large screen displays with HMDs. , 2005, , .		21
231	Learning from humans: Computational modeling of face recognition. <i>Network: Computation in Neural Systems</i> , 2005, 16, 401-418.	3.6	21
232	Learning influences the encoding of static and dynamic faces and their recognition across different spatial frequencies. <i>Visual Cognition</i> , 2009, 17, 716-735.	1.6	21
233	Perceived Object Stability Depends on Multisensory Estimates of Gravity. <i>PLoS ONE</i> , 2011, 6, e19289.	2.5	21
234	Bilateral teleoperation of multiple UAVs with decentralized bearing-only formation control. , 2011, , .		21

#	ARTICLE	IF	CITATIONS
235	Interactive planning of persistent trajectories for human-assisted navigation of mobile robots. , 2012, , .		21
236	The contribution of different cues of facial movement to the emotional facial expression adaptation aftereffect. Journal of Vision, 2013, 13, 23-23.	0.3	21
237	View dependencies in the visual recognition of social interactions. Frontiers in Psychology, 2013, 4, 752.	2.1	21
238	SwarmSimX: Real-Time Simulation Environment for Multi-robot Systems. Lecture Notes in Computer Science, 2012, , 375-387.	1.3	21
239	Effects of pointing direction and direction predictability on event-related lateralizations of the EEG. Human Movement Science, 2002, 21, 75-98.	1.4	20
240	Interactions between View Changes and Shape Changes in Picture-Picture Matching. Perception, 2003, 32, 1465-1498.	1.2	20
241	Perceiving translucent materials. , 2004, , .		20
242	A comparison of geometric- and regression-based mobile gaze-tracking. Frontiers in Human Neuroscience, 2014, 8, 200.	2.0	20
243	Active In-Hand Object Recognition on a Humanoid Robot. IEEE Transactions on Robotics, 2014, 30, 1260-1269.	10.3	20
244	Ground and Aerial Mutual Localization Using Anonymous Relative-Bearing Measurements. IEEE Transactions on Robotics, 2016, 32, 1133-1151.	10.3	20
245	A shape-based account for holistic face processing.. Journal of Experimental Psychology: Learning Memory and Cognition, 2016, 42, 584-597.	0.9	20
246	The role of attention on the integration of visual and inertial cues. Experimental Brain Research, 2009, 198, 287-300.	1.5	19
247	3-D mutual localization with anonymous bearing measurements. , 2012, , .		19
248	An Open-Source Hardware/Software Architecture for Quadrotor UAVs. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2013, 46, 198-205.	0.4	19
249	Putting Actions in Context: Visual Action Adaptation Aftereffects Are Modulated by Social Contexts. PLoS ONE, 2014, 9, e86502.	2.5	19
250	Three-Dimensional Normal Facial Growth from Birth to the Age of 7 Years. Plastic and Reconstructive Surgery, 2015, 136, 490e-501e.	1.4	19
251	Adaptive Super Twisting Controller for a quadrotor UAV. , 2016, , .		19
252	Reaching with the sixth sense: Vestibular contributions to voluntary motor control in the human right parietal cortex. NeuroImage, 2016, 124, 869-875.	4.2	19

#	ARTICLE	IF	CITATIONS
253	Nonlinear Model Predictive Control of a Cable-Robot-Based Motion Simulator. IFAC-PapersOnLine, 2017, 50, 9833-9839.	0.9	19
254	Extrinsic cues aid shape recognition from novel viewpoints. Journal of Vision, 2003, 3, 1-1.	0.3	19
255	Stereo integration, mean field theory and psychophysics. Network: Computation in Neural Systems, 1991, 2, 423-442.	3.6	18
256	Object feature validation using visual and haptic similarity ratings. ACM Transactions on Applied Perception, 2006, 3, 239-261.	1.9	18
257	Distributed online leader selection in the bilateral teleoperation of multiple UAVs. , 2011, , .		18
258	Interactive Multiple Object Tracking (iMOT). PLoS ONE, 2014, 9, e86974.	2.5	18
259	fMRI Adaptation between Action Observation and Action Execution Reveals Cortical Areas with Mirror Neuron Properties in Human BA 44/45. Frontiers in Human Neuroscience, 2016, 10, 78.	2.0	18
260	Multimodal feedback for teleoperation of multiple mobile robots in an outdoor environment. Journal on Multimodal User Interfaces, 2017, 11, 67-80.	2.9	18
261	Continuous Subjective Rating of Perceived Motion Incongruence During Driving Simulation. IEEE Transactions on Human-Machine Systems, 2018, 48, 17-29.	3.5	18
262	Auditory Task Irrelevance: A Basis for Inattentive Deafness. Human Factors, 2018, 60, 428-440.	3.5	18
263	Drosophila mutants disturbed in visual orientation. Biological Cybernetics, 1982, 45, 63-70.	1.3	17
264	GABA-antagonist inverts movement and object detection in flies. Brain Research, 1987, 407, 152-158.	2.2	17
265	Psychophysical evaluation of animated facial expressions. , 2005, , .		17
266	Perception and prediction of simple object interactions. , 2007, , .		17
267	MPI CyberMotion Simulator: Implementation of a Novel Motion Simulator to Investigate Multisensory Path Integration in Three Dimensions. Journal of Visualized Experiments, 2012, , e3436.	0.3	17
268	Computational Modeling of Face Recognition Based on Psychophysical Experiments. Swiss Journal of Psychology, 2004, 63, 207-215.	0.9	17
269	Bilateral Teleoperation of Groups of UAVs with Decentralized Connectivity Maintenance. , 0, , .		17
270	Figure-ground discrimination in the visual system of Drosophila melanogaster. Biological Cybernetics, 1981, 41, 139-145.	1.3	16

#	ARTICLE	IF	CITATIONS
271	Identification of [3H]deoxyglucose-labelled interneurons in the fly from serial autoradiographs. <i>Brain Research</i> , 1984, 305, 384-388.	2.2	16
272	Cross-Modal Transfer in Visual and Haptic Face Recognition. <i>IEEE Transactions on Haptics</i> , 2009, 2, 236-240.	2.7	16
273	Looking for Discriminating Is Different from Looking for Looking's Sake. <i>PLoS ONE</i> , 2012, 7, e45445.	2.5	16
274	A psychophysical evaluation of haptic controllers: viscosity perception of soft environments. <i>Robotica</i> , 2014, 32, 1-17.	1.9	16
275	Visual categorization of social interactions. <i>Visual Cognition</i> , 2014, 22, 1233-1271.	1.6	16
276	Neural Categorization of Vibrotactile Frequency in Flutter and Vibration Stimulations: An fMRI Study. <i>IEEE Transactions on Haptics</i> , 2016, 9, 455-464.	2.7	16
277	Shared neural representations of tactile roughness intensities by somatosensation and touch observation using an associative learning method. <i>Scientific Reports</i> , 2019, 9, 77.	3.3	16
278	Individual motion perception parameters and motion sickness frequency sensitivity in fore-aft motion. <i>Experimental Brain Research</i> , 2021, 239, 1727-1745.	1.5	16
279	Attentional networks and biological motion. <i>Psihologija</i> , 2010, 43, 5-20.	0.6	16
280	Vision and Action in Virtual Environments: Modern Psychophysics in Spatial Cognition Research. , 2001, , 233-252.		15
281	View-based dynamic object recognition based on human perception. , 0, , .		15
282	A Chimeric Point-Light Walker. <i>Perception</i> , 2003, 32, 377-383.	1.2	15
283	Similar cortical correlates underlie visual object identification and orientation judgment. <i>Neuropsychologia</i> , 2005, 43, 2101-2108.	1.6	15
284	A novel framework for closed-loop robotic motion simulation - part I: Inverse kinematics design. , 2010, , .		15
285	Evidence for Hand-Size Constancy: The Dominant Hand as a Natural Perceptual Metric. <i>Psychological Science</i> , 2014, 25, 2086-2094.	3.3	15
286	Real-Time Nonlinear Model Predictive Control of a Motion Simulator Based on a 8-DOF Serial Robot. , 2018, , .		15
287	Adaptation aftereffects reveal representations for encoding of contingent social actions. <i>Proceedings of the National Academy of Sciences of the United States of America</i> , 2018, 115, 7515-7520.	7.1	15
288	More vection means more velocity storage activity: a factor in visually induced motion sickness?. <i>Experimental Brain Research</i> , 2018, 236, 3031-3041.	1.5	15

#	ARTICLE	IF	CITATIONS
289	Gaze-eccentricity effects on road position and steering.. Journal of Experimental Psychology: Applied, 2002, 8, 247-258.	1.2	15
290	Perception, representation and recognition: A holistic view of recognition. Spatial Vision, 2000, 13, 265-275.	1.4	14
291	A New View on Biodynamic Feedthrough Analysis: Unifying the Effects on Forces and Positions. IEEE Transactions on Cybernetics, 2013, 43, 129-142.	9.5	14
292	Bilateral control of the degree of connectivity in multiple mobile-robot teleoperation. , 2013, , .		14
293	Deoxyglucose mapping of nervous activity induced in Drosophila brain by visual movement. Journal of Comparative Physiology A: Neuroethology, Sensory, Neural, and Behavioral Physiology, 1985, 156, 25-34.	1.6	13
294	Effects of parametric manipulation of inter-stimulus similarity on 3D object categorization. Spatial Vision, 1999, 12, 107-123.	1.4	13
295	Psychophysical investigation of facial expressions using computer animated faces. , 2007, , .		13
296	Tricking people into feeling like they are moving when they are not paying attention. , 2008, , .		13
297	A multisensory approach to spatial updating: the case of mental rotations. Experimental Brain Research, 2009, 197, 59-68.	1.5	13
298	A novel framework for closed-loop robotic motion simulation - part II: Motion cueing design and experimental validation. , 2010, , .		13
299	Multidimensional scaling analysis of haptic exploratory procedures. ACM Transactions on Applied Perception, 2010, 7, 1-17.	1.9	13
300	Corrections to: The prototype effect revisited: Evidence for an abstract feature model of face recognition. Journal of Vision, 2012, 12, 1-1.	0.3	13
301	Self-motion sensitivity to visual yaw rotations in humans. Experimental Brain Research, 2015, 233, 861-869.	1.5	13
302	Beyond sensory conflict: The role of beliefs and perception in motion sickness. PLoS ONE, 2021, 16, e0245295.	2.5	13
303	Storing upright turns: how visual and vestibular cues interact during the encoding and recalling process. Experimental Brain Research, 2010, 200, 37-49.	1.5	12
304	Learned Non-Rigid Object Motion is a View-Invariant Cue to Recognizing Novel Objects. Frontiers in Computational Neuroscience, 2012, 6, 26.	2.1	12
305	Temporal processing of self-motion: modeling reaction times for rotations and translations. Experimental Brain Research, 2013, 228, 51-62.	1.5	12
306	Use the Right Sound for the Right Job. , 2018, , .		12

#	ARTICLE	IF	CITATIONS
307	Two Ways to Facial Expression Recognition? Motor and Visual Information Have Different Effects on Facial Expression Recognition. <i>Psychological Science</i> , 2018, 29, 1257-1269.	3.3	12
308	A psychophysical and computational analysis of intensity-based stereo. <i>Biological Cybernetics</i> , 1996, 75, 187-198.	1.3	11
309	How believable are real faces? Towards a perceptual basis for conversational animation. , 0, , .		11
310	The role of image size in the recognition of conversational facial expressions. <i>Computer Animation and Virtual Worlds</i> , 2004, 15, 305-310.	1.2	11
311	Measuring vection in a large screen virtual environment. , 2005, , .		11
312	Influences of Simulator Motion System Characteristics on Pilot Control Behavior. <i>Journal of Guidance, Control, and Dynamics</i> , 2013, 36, 667-676.	2.8	11
313	Psychological influences on distance estimation in a virtual reality environment. <i>Frontiers in Human Neuroscience</i> , 2013, 7, 580.	2.0	11
314	A Setup for multi-UAV hardware-in-the-loop simulations. , 2015, , .		11
315	Human discrimination of head-centred visual inertial yaw rotations. <i>Experimental Brain Research</i> , 2015, 233, 3553-3564.	1.5	11
316	Aggressive Maneuver Regulation of a Quadrotor UAV. <i>Springer Tracts in Advanced Robotics</i> , 2016, , 95-112.	0.4	11
317	Not all memories are the same: Situational context influences spatial recall within one's city of residency. <i>Psychonomic Bulletin and Review</i> , 2016, 23, 246-252.	2.8	11
318	Effects of visual stimulus characteristics and individual differences in heading estimation. <i>Journal of Vision</i> , 2018, 18, 9.	0.3	11
319	Objective evaluation of prediction strategies for optimization-based motion cueing. <i>Simulation</i> , 2019, 95, 707-724.	1.8	11
320	Verbal Shadowing and Visual Interference in Spatial Memory. <i>PLoS ONE</i> , 2013, 8, e74177.	2.5	11
321	Using morphs of familiar objects to examine how shape discriminability influences view sensitivity. <i>Perception & Psychophysics</i> , 2008, 70, 853-877.	2.3	10
322	A High-End Virtual Reality Setup for the Study of Mental Rotations. <i>Presence: Teleoperators and Virtual Environments</i> , 2008, 17, 365-375.	0.6	10
323	Acquisition of human EEG data during linear self-motion on a Stewart platform. , 2009, , .		10
324	Experiments of passivity-based bilateral aerial teleoperation of a group of UAVs with decentralized velocity synchronization. , 2011, , .		10

#	ARTICLE	IF	CITATIONS
325	Three-Dimensional Assessment of Facial Development in Children With Unilateral Cleft Lip With and Without Alveolar Cleft. <i>Journal of Craniofacial Surgery</i> , 2013, 24, 313-316.	0.7	10
326	A Biodynamic Feedthrough Model Based on Neuromuscular Principles. <i>IEEE Transactions on Cybernetics</i> , 2014, 44, 1141-1154.	9.5	10
327	A Framework for Biodynamic Feedthrough Analysisâ€”Part I: Theoretical Foundations. <i>IEEE Transactions on Cybernetics</i> , 2014, 44, 1686-1698.	9.5	10
328	Perception of rotation, path, and heading in circular trajectories. <i>Experimental Brain Research</i> , 2016, 234, 2323-2337.	1.5	10
329	Action recognition is sensitive to the identity of the actor. <i>Cognition</i> , 2017, 166, 201-206.	2.2	10
330	Body-relative horizontalâ€”vertical anisotropy in human representations of traveled distances. <i>Experimental Brain Research</i> , 2018, 236, 2811-2827.	1.5	10
331	Perceiving animacy purely from visual motion cues involves intraparietal sulcus. <i>NeuroImage</i> , 2019, 197, 120-132.	4.2	10
332	Three-Dimensional Reconstruction and Stereoscopic Display of Neurons in the Fly Visual System. <i>Springer Series in Experimental Entomology</i> , 1983, , 183-205.	0.7	10
333	Objective Model Selection for Identifying the Human Feedforward Response in Manual Control. <i>IEEE Transactions on Cybernetics</i> , 2018, 48, 2-15.	9.5	10
334	An Introduction to Object Recognition. <i>Zeitschrift Fur Naturforschung - Section C Journal of Biosciences</i> , 1998, 53, 610-621.	1.4	9
335	View dependence of complex versus simple facial motions. , 2004, , .		9
336	Control design and experimental evaluation of the 2D CyberWalk platform. , 2009, , .		9
337	Human path navigation in a three-dimensional world. <i>Behavioral and Brain Sciences</i> , 2013, 36, 544-545.	0.7	9
338	When in doubt follow your noseâ€”a wayfinding strategy. <i>Frontiers in Psychology</i> , 2014, 5, 1363.	2.1	9
339	Robust adaptive sliding mode control of a redundant cable driven parallel robot. , 2015, , .		9
340	Asymmetric saccade reaction times to smooth pursuit. <i>Experimental Brain Research</i> , 2015, 233, 2527-2538.	1.5	9
341	The Predictability of a Target Signal Affects Manual Feedforward Control. <i>IFAC-PapersOnLine</i> , 2016, 49, 177-182.	0.9	9
342	Conceptual biases explain distortion differences between hand and objects in localization tasks.. <i>Journal of Experimental Psychology: Human Perception and Performance</i> , 2017, 43, 1444-1453.	0.9	9

#	ARTICLE	IF	CITATIONS
343	Intersegmental Eye-Head-Body Interactions during Complex Whole Body Movements. PLoS ONE, 2014, 9, e95450.	2.5	9
344	Combining neuropharmacology and behavior to study motion detection in flies. Biological Cybernetics, 1987, 55, 313-320.	1.3	8
345	Evaluation of Direct and Indirect Haptic Aiding in an Obstacle Avoidance Task for Tele-Operated Systems. IFAC Postprint Volumes IPPV / International Federation of Automatic Control, 2011, 44, 6472-6477.	0.4	8
346	A visual and force feedback for multi-robot teleoperation in outdoor environments: A preliminary result. , 2013, , .		8
347	The Importance of Stimulus Noise Analysis for Self-Motion Studies. PLoS ONE, 2014, 9, e94570.	2.5	8
348	Integration of Semi-Circular Canal and Otolith Cues for Direction Discrimination during Eccentric Rotations. PLoS ONE, 2015, 10, e0136925.	2.5	8
349	Methods for Multiloop Identification of Visual and Neuromuscular Pilot Responses. IEEE Transactions on Cybernetics, 2015, 45, 2780-2791.	9.5	8
350	Effects of anxiety and cognitive load on instrument scanning behavior in a flight simulation. , 2016, , .		8
351	Roll rate perceptual thresholds in active and passive curve driving simulation. Simulation, 2016, 92, 417-426.	1.8	8
352	No advantage for remembering horizontal over vertical spatial locations learned from a single viewpoint. Memory and Cognition, 2018, 46, 158-171.	1.6	8
353	A Self-contained Teleoperated Quadrotor: On-Board State-Estimation and Indoor Obstacle Avoidance. , 2018, , .		8
354	Changes in the perception of upright body orientation with age. PLoS ONE, 2020, 15, e0233160.	2.5	8
355	Multisensory contributions to spatial perception.. , 2013, , 81-97.		8
356	Multimodal Integration during Self-Motion in Virtual Reality. Frontiers in Neuroscience, 2011, , 603-628.	0.0	8
357	Second-Order Relational Manipulations Affect Both Humans and Monkeys. PLoS ONE, 2011, 6, e25793.	2.5	8
358	Accumulation of Inertial Sensory Information in the Perception of Whole Body Yaw Rotation. PLoS ONE, 2017, 12, e0170497.	2.5	8
359	Viewpoint dependence and face recognition. , 2019, , 789-793.		8
360	The view-graph approach to visual navigation and spatial memory. Lecture Notes in Computer Science, 1997, , 751-756.	1.3	7

#	ARTICLE	IF	CITATIONS
361	Effects of rearranged vision on event-related lateralizations of the EEG during pointing. <i>Biological Psychology</i> , 2005, 68, 15-39.	2.2	7
362	Comparing view sensitivity in shape discrimination with shape sensitivity in view discrimination. <i>Perception & Psychophysics</i> , 2006, 68, 655-673.	2.3	7
363	The evaluation of stylized facial expressions. , 2006, , .		7
364	Control of a Lateral Helicopter Side-step Maneuver on an Anthropomorphic Robot. , 2007, , .		7
365	The Influence of Visual Information on the Motor Control of Table Tennis Strokes. <i>Presence: Teleoperators and Virtual Environments</i> , 2012, 21, 281-294.	0.6	7
366	Roll rate thresholds in driving simulation. <i>Seeing and Perceiving</i> , 2012, 25, 167.	0.3	7
367	Vision-based Autonomous Control of a Quadrotor UAV using an Onboard RGB-D Camera and its Application to Haptic Teleoperation. <i>IFAC Postprint Volumes IPPV / International Federation of Automatic Control</i> , 2013, 46, 87-92.	0.4	7
368	Evaluation of Haptic Shared Control and a Highway-in-the-Sky Display for Personal Aerial Vehicles. , 2014, , .		7
369	An Experimental Comparison of Haptic and Automated Pilot Support Systems. , 2014, , .		7
370	Mathematical Biodynamic Feedthrough Model Applied to Rotorcraft. <i>IEEE Transactions on Cybernetics</i> , 2014, 44, 1025-1038.	9.5	7
371	Identifying Time-Varying Neuromuscular Response: Experimental Evaluation of a RLS-based Algorithm. , 2015, , .		7
372	Action Recognition and Movement Direction Discrimination Tasks Are Associated with Different Adaptation Patterns. <i>Frontiers in Human Neuroscience</i> , 2016, 10, 56.	2.0	7
373	The Influence of Human Body Orientation on Distance Judgments. <i>Frontiers in Psychology</i> , 2016, 7, 217.	2.1	7
374	Modeling and analysis of cable vibrations for a cable-driven parallel robot. , 2016, , .		7
375	Visual adaptation dominates bimodal visual-motor action adaptation. <i>Scientific Reports</i> , 2016, 6, 23829.	3.3	7
376	Evaluation of haptic support system for training purposes in a tracking task. , 2016, , .		7
377	Humans Construct Survey Estimates on the Fly from a Compartmentalised Representation of the Navigated Environment. <i>Lecture Notes in Computer Science</i> , 2018, , 15-26.	1.3	7
378	Haptic Assistance for Helicopter Control Based on Pilot Intent Estimation. <i>Journal of Aerospace Information Systems</i> , 2020, 17, 193-203.	1.4	7

#	ARTICLE	IF	CITATIONS
379	The role of acceleration and jerk in perception of above-threshold surge motion. <i>Experimental Brain Research</i> , 2020, 238, 699-711.	1.5	7
380	Markerless 3D Face Tracking. <i>Lecture Notes in Computer Science</i> , 2009, , 41-50.	1.3	7
381	Deoxyglucose mapping of nervous activity induced in <i>Drosophila</i> brain by visual movement. <i>Journal of Comparative Physiology A: Neuroethology, Sensory, Neural, and Behavioral Physiology</i> , 1986, 158, 195-202.	1.6	6
382	Artificial systems as models in biological cybernetics. <i>Behavioral and Brain Sciences</i> , 2001, 24, 1071-1072.	0.7	6
383	The Role of Visual Cues and Whole-Body Rotation in Helicopter Hovering Control. , 2007, , .		6
384	Identification of Pilot Control Behavior in a Roll-Lateral Helicopter Hover Task. , 2007, , .		6
385	Performance Measurements on the MPI Stewart Platform. , 2008, , .		6
386	Cancelling biodynamic feedthrough requires a subject and task dependent approach. , 2011, , .		6
387	A morphable 3D-model of Korean faces. , 2012, , .		6
388	A practical biodynamic feedthrough model for helicopters. <i>CEAS Aeronautical Journal</i> , 2013, 4, 421-432.	1.7	6
389	A Framework for Biodynamic Feedthrough Analysisâ€”Part II: Validation and Application. <i>IEEE Transactions on Cybernetics</i> , 2014, 44, 1699-1710.	9.5	6
390	Decoding pressure stimulation locations on the fingers from human neural activation patterns. <i>NeuroReport</i> , 2016, 27, 1232-1236.	1.2	6
391	Transforming Civil Helicopters into Personal Aerial Vehicles: Modeling, Control, and Validation. <i>Journal of Guidance, Control, and Dynamics</i> , 2017, 40, 2481-2495.	2.8	6
392	A control architecture for physical human-UAV interaction with a fully actuated hexarotor. , 2017, , .		6
393	The Effect of Road Bumps on Touch Interaction in Cars. , 2018, , .		6
394	Offline motion simulation framework: Optimizing motion simulator trajectories and parameters. <i>Transportation Research Part F: Traffic Psychology and Behaviour</i> , 2019, 66, 29-46.	3.7	6
395	Multisensory Interactions in Head and Body Centered Perception of Verticality. <i>Frontiers in Neuroscience</i> , 2020, 14, 599226.	2.8	6
396	Preliminary Evaluation of a Haptic Aiding Concept for Remotely Piloted Vehicles. <i>Lecture Notes in Computer Science</i> , 2010, , 418-425.	1.3	6

#	ARTICLE	IF	CITATIONS
397	Multimodal Integration during Self-Motion in Virtual Reality. <i>Frontiers in Neuroscience</i> , 2011, , 603-628.	0.0	6
398	The Perception of Spatial Layout in a Virtual World. <i>Lecture Notes in Computer Science</i> , 2000, , 10-19.	1.3	6
399	Combining neuropharmacology and behavior to study motion detection in flies. <i>Biological Cybernetics</i> , 1987, 55, 313-320.	1.3	6
400	Modeling human visual object recognition. , 0, , .		5
401	Learning System Dynamics: Transfer of Training in a Helicopter Hover Simulator. , 2008, , .		5
402	It is all me: the effect of viewpoint on visualâ€“vestibular recalibration. <i>Experimental Brain Research</i> , 2011, 213, 245-256.	1.5	5
403	Motion P3 demonstrates neural nature of motion ERPs. , 2011, 2011, 3884-7.		5
404	Variable force-stiffness haptic feedback for learning a disturbance rejection task. , 2017, , .		5
405	Automatic Synthesis of Sequences of Human Movements by Linear Combination of Learned Example Patterns. <i>Lecture Notes in Computer Science</i> , 2002, , 538-547.	1.3	5
406	Using Realistic Virtual Environments in the Study of Spatial Encoding. <i>Lecture Notes in Computer Science</i> , 2000, , 317-332.	1.3	5
407	Virtual Reality as a Valuable Research Tool for Investigating Different Aspects of Spatial Cognition. <i>Lecture Notes in Computer Science</i> , 2008, , 1-3.	1.3	5
408	Human stereovision without localized image features. <i>Biological Cybernetics</i> , 1995, 72, 279-293.	1.3	5
409	A Psychophysical Examination of Swinging Rooms, Cylindrical Virtual Reality Setups, and Characteristic Trajectories. , 0, , .		4
410	Using 3D computer graphics for perception. , 2007, , .		4
411	Psychophysics for perception of (in)determinate art. , 2007, , .		4
412	Circular, Linear, and Curvilinear Vection in a Large-screen Virtual Environment with Floor Projection. , 2008, , .		4
413	Experiments of Direct and Indirect Haptic Aiding for Remotely Piloted Vehicles with a Mixed Wind Gust Rejection/Obstacle Avoidance Task. , 2011, , .		4
414	Admittance-Based Bilateral Teleoperation with Time Delay for an Unmanned Aerial Vehicle involved in an Obstacle Avoidance Task. , 2011, , .		4

#	ARTICLE	IF	CITATIONS
415	Identification of the transition from compensatory to feedforward behavior in manual control. , 2012, , .		4
416	How effective is an armrest in mitigating biodynamic feedthrough?. , 2012, , .		4
417	Saccade reaction time asymmetries during task-switching in pursuit tracking. Experimental Brain Research, 2013, 230, 271-281.	1.5	4
418	Action can amplify motion-induced illusory displacement. Frontiers in Human Neuroscience, 2014, 8, 1058.	2.0	4
419	Egocentric biases in comparative volume judgments of rooms. Journal of Vision, 2016, 16, 2.	0.3	4
420	Gravity-dependent change in the "light-from-above" prior. Scientific Reports, 2018, 8, 15131.	3.3	4
421	Collaborative Problem Solving in Local and Remote VR Situations. , 2019, , .		4
422	A Biologically-Inspired Model to Predict Perceived Visual Speed as a Function of the Stimulated Portion of the Visual Field. Frontiers in Neural Circuits, 2019, 13, 68.	2.8	4
423	Perceptual Robotics. , 2008, , 1481-1498.		4
424	Object Recognition in Humans and Machines. , 2007, , 89-104.		4
425	How real is virtual reality really? Comparing spatial updating using pointing tasks in real and virtual environments. Journal of Vision, 2010, 1, 321-321.	0.3	4
426	Image-Based Recognition of Biological Motion, Scenes, and Objects. , 2006, , 146-176.		4
427	Memory for navigable space is flexible and not restricted to exclusive local or global memory units.. Journal of Experimental Psychology: Learning Memory and Cognition, 2019, 45, 993-1013.	0.9	4
428	Human-Centered Fidelity Metrics for Virtual Environment Simulations. , 0, , .		4
429	Phenomenal Competition for Poses of the Human Head. Perception, 1996, 25, 367-368.	1.2	3
430	Modeling obstacle avoidance behavior of flies using an adaptive autonomous agent. Lecture Notes in Computer Science, 1997, , 709-714.	1.3	3
431	Recognizing novel deforming objects. , 2005, , .		3
432	Image-based material editing. , 2005, , .		3

#	ARTICLE	IF	CITATIONS
433	Animations of Medical Training Scenarios in Immersive Virtual Environments. , 2011, , .		3
434	Electrophysiological source analysis of passive self-motion. , 2011, , .		3
435	Measuring an operator's maneuverability performance in the haptic teleoperation of multiple robots. , 2011, , .		3
436	Mechanical design and control of the new 7-DOF CyberMotion simulator. , 2011, , .		3
437	Learning to recognize face shapes through serial exploration. Experimental Brain Research, 2013, 226, 513-523.	1.5	3
438	Identifying time-varying neuromuscular system with a recursive least-squares algorithm: a Monte-Carlo simulation study. , 2014, , .		3
439	Distributed target identification in robotic swarms. , 2015, , .		3
440	Perceptual Robotics. , 2016, , 2095-2114.		3
441	Admittance-Adaptive Model-Based Approach to Mitigate Biodynamic Feedthrough. IEEE Transactions on Cybernetics, 2017, 47, 4169-4181.	9.5	3
442	Port Hamiltonian Modeling of a Cable Driven Robot. IFAC-PapersOnLine, 2018, 51, 161-168.	0.9	3
443	Visual appearance modulates motor control in social interactions. Acta Psychologica, 2020, 210, 103168.	1.5	3
444	Dynamic Aspects of Face Processing in Humans. , 2011, , 575-596.		3
445	A Fixed-Based Flight Simulator Study: The Interdependence of Flight Control Performance and Gaze Efficiency. Lecture Notes in Computer Science, 2013, , 95-104.	1.3	3
446	Motor planning and control: Humans interact faster with a human than a robot avatar. Journal of Vision, 2015, 15, 52.	0.3	3
447	A parallel motion algorithm consistent with psychophysics and physiology. , 0, , .		2
448	<title>Space-time tradeoffs for adaptive real-time tracking</title>. , 1992, , .		2
449	The contributions of visual flow and locomotor cues to walked distance estimation in a virtual environment. , 2007, , .		2
450	Towards Real-Time Aircraft Simulation with the MPI Motion Simulator. , 2009, , .		2

#	ARTICLE	IF	CITATIONS
451	An evaluation of haptic cues on the tele-operator's perceptual awareness of multiple UAVs' environments. , 2011, , .		2
452	Action as an innate bias for visual learning. Proceedings of the National Academy of Sciences of the United States of America, 2012, 109, 17736-17737.	7.1	2
453	Temporal processing of self-motion: Translations are processed slower than rotations. Seeing and Perceiving, 2012, 25, 207-208.	0.3	2
454	The influence of shape and culture on visual volume perception of virtual rooms. , 2013, , .		2
455	Admittance-adaptive model-based cancellation of biodynamic feedthrough. , 2014, , .		2
456	System Delay in Flight Simulators Impairs Performance and Increases Physiological Workload. Lecture Notes in Computer Science, 2014, , 3-11.	1.3	2
457	Identifying Time-Varying Neuromuscular Response: A Recursive Least-Squares Algorithm with Pseudoinverse. , 2015, , .		2
458	Accurate 3D head pose estimation under real-world driving conditions: A pilot study. , 2016, , .		2
459	Constraints in Identification of Multi-Loop Feedforward Human Control Models. IFAC-PapersOnLine, 2016, 49, 7-12.	0.9	2
460	Biodynamic Feedthrough: Current Status and Open Issues. IFAC-PapersOnLine, 2016, 49, 120-125.	0.9	2
461	Spatial Survey Estimation Is Incremental and Relies on Directed Memory Structures. Lecture Notes in Computer Science, 2018, , 27-42.	1.3	2
462	Cortical Representation of Tactile Stickiness Evoked by Skin Contact and Glove Contact. Frontiers in Integrative Neuroscience, 2020, 14, 19.	2.1	2
463	Analyzing Perceptual Representations of Complex, Parametrically-Defined Shapes Using MDS. Lecture Notes in Computer Science, 2008, , 265-274.	1.3	2
464	Implementation and Validation of a Model of the MPI Stewart Platform. , 2010, , .		2
465	The Influence of Visualization on Control Performance in a Flight Simulator. Lecture Notes in Computer Science, 2014, , 202-211.	1.3	2
466	Tele-experiments---experiments on spatial cognition using VRML-based multimedia. , 1998, , .		1
467	Object Recognition in Man, Monkey, and Machine edited by Michael J. Tarr and Heinrich H. BÄRTHOFF. Trends in Cognitive Sciences, 1999, 3, 401.	7.8	1
468	A similarity-based approach to perceptual feature validation. , 2005, , .		1

#	ARTICLE	IF	CITATIONS
469	A Comparison of Visual and Haptic Object Representations Based on Similarity. , 0, , .		1
470	Joint and individual walking in an immersive collaborative virtual environment. , 2008, , .		1
471	Probing dynamic human facial action recognition from the other side of the mean. , 2008, , .		1
472	Measuring unrestrained gaze on wall-sized displays. , 2010, , .		1
473	Face models from noisy 3D cameras. , 2010, , .		1
474	Measuring an operator's maneuverability performance in the haptic teleoperation of multiple robots. , 2011, , .		1
475	Active control does not eliminate motion-induced illusory displacement. , 2011, , .		1
476	Persistent perceptual delay for head movement onset relative to auditory stimuli of different duration and rise times. Seeing and Perceiving, 2012, 25, 32.	0.3	1
477	Perception of emotional body expressions in narrative scenarios. , 2013, , .		1
478	A multi-voxel pattern analysis of neural representation of vibrotactile location. , 2013, , .		1
479	Motor-visual neurons and action recognition in social interactions. Behavioral and Brain Sciences, 2014, 37, 197-198.	0.7	1
480	Autonomous vegetation identification for outdoor aerial navigation. , 2015, , .		1
481	How to Best Name a Place? Facilitation and Inhibition of Route Learning Due to Descriptive and Arbitrary Location Labels. Frontiers in Psychology, 2016, 7, 76.	2.1	1
482	Design, Realization and Experimental Evaluation of a Haptic Stick for Shared Control Studies. IFAC-PapersOnLine, 2016, 49, 78-83.	0.9	1
483	Decoding visual roughness perception: an fMRI study. Somatosensory & Motor Research, 2018, 35, 212-217.	0.9	1
484	A 2-DoF Haptic Support System for Helicopter Control Tasks based on Pilot Intent Estimation. , 2019, , .		1
485	The Perceptual Influence of Spatiotemporal Noise on the Reconstruction of Shape from Dynamic Occlusion. Lecture Notes in Computer Science, 2004, , 407-414.	1.3	1
486	Visuomotor Control in Flies and Behavior " based Agents. Studies in Fuzziness and Soft Computing, 2003, , 89-117.	0.8	1

#	ARTICLE	IF	CITATIONS
487	Maximum entropy inverse reinforcement learning in continuous state spaces with path integrals. , 2011, , .		1
488	Spatial updating in virtual environments: What are vestibular cues good for?. Journal of Vision, 2010, 2, 421-421.	0.3	1
489	Screen curvature does influence the perception of visually simulated ego-rotations. Journal of Vision, 2010, 3, 411-411.	0.3	1
490	A relative encoding approach to modeling Spatiotemporal Boundary Formation. Journal of Vision, 2010, 2, 704-704.	0.3	1
491	Recognition of Dynamic Facial Action Probed by Visual Adaptation. , 2010, , 47-66.		1
492	The other-race effect is not ubiquitous. Journal of Vision, 2011, 11, 626-626.	0.3	1
493	Funktionelle Prinzipien der Objekt- und Gesichtserkennung1. Springer-Lehrbuch, 2012, , 129-137.	0.0	1
494	Learning View Graphs for Robot Navigation. , 1998, , 111-125.		1
495	Assessing the contribution of active somatosensory stimulation to self-acceleration perception in dynamic driving simulators. PLoS ONE, 2021, 16, e0259015.	2.5	1
496	Funktionelle Prinzipien der Objekt-und Gesichtserkennung. , 2006, , 107-116.		1
497	An integrated approach to the study of object features in visual recognition. Network: Computation in Neural Systems, 1995, 6, 603-618.	3.6	0
498	Effects of rearranged vision on event-related lateralizations of the EEG during pointing. Biological Psychology, 2004, 68, 15-15.	2.2	0
499	The role of external features for person recognition. , 2005, , .		0
500	Redundancy reduction in 3D facial motion capture data for animation. , 2007, , .		0
501	Editorial. Network: Computation in Neural Systems, 2008, 19, 1-2.	3.6	0
502	Reply to Lages and Heron: Binocular 3D motion estimation. Proceedings of the National Academy of Sciences of the United States of America, 2008, 105, .	7.1	0
503	Multimodal Categorization. , 0, , 488-501.		0
504	Towards building a 4D morphable face model. , 2010, , .		0

#	ARTICLE	IF	CITATIONS
505	Experiments of passivity-based bilateral aerial teleoperation of a group of UAVs with decentralized velocity synchronization. , 2011, , .		0
506	Bilateral teleoperation of multiple UAVs with decentralized bearing-only formation control. , 2011, , .		0
507	The Influence of Motion System Characteristics on Pilot Control Behaviour. , 2011, , .		0
508	The structure of self-experience during visuo-tactile stimulation of a virtual and the physical body. Seeing and Perceiving, 2012, 25, 214.	0.3	0
509	Making trait judgments based on biological motion cues. , 2013, , .		0
510	Image-based road network clearing without localization and without maps using a team of UAVs. , 2014, , .		0
511	The Perception of Cooperativeness Without Any Visual or Auditory Communication. I-Perception, 2015, 6, 204166951561950.	1.4	0
512	Novel approach for calculating motion feedback in teleoperation. , 2015, , .		0
513	Moving-horizon nonlinear least squares-based multirobot cooperative perception. , 2015, , .		0
514	Data-driven approaches to unrestricted gaze-tracking benefit from saccade filtering. , 2016, , .		0
515	Moving-horizon nonlinear least squares-based multirobot cooperative perception. Robotics and Autonomous Systems, 2016, 83, 275-286.	5.1	0
516	The Object Orientation Effect in Exocentric Distances. Frontiers in Psychology, 2018, 9, 1374.	2.1	0
517	Modulation of vection latencies in the full-body illusion. PLoS ONE, 2018, 13, e0209189.	2.5	0
518	When Does the Brain Respond to Information During Visual Scanning?. , 2018, , 267-268.		0
519	An Adaptive Haptic Aid Based on Pilot Performance. , 2019, , .		0
520	An Adaptive Haptic Aid System based on Desired Pilot Dynamics. , 2019, , .		0
521	Towards Artificial Systems: What Can We Learn from Human Perception?. Lecture Notes in Computer Science, 2010, , 1-3.	1.3	0
522	The involvement of parietal and prefrontal areas in human imitation revealed by fMRI adaptation. Journal of Vision, 2010, 3, 525-525.	0.3	0

#	ARTICLE	IF	CITATIONS
523	Temporal properties of shape processing across visual areas: a combined fMRI and MEG study. Journal of Vision, 2010, 3, 266-266.	0.3	0
524	Are motor effects of the Titchener / Ebbinghaus illusion artifacts?. Journal of Vision, 2010, 2, 724-724.	0.3	0
525	Matching and searching for moving faces. Journal of Vision, 2010, 3, 820-820.	0.3	0
526	Shape transformations and image-plane rotations in object categorization. Journal of Vision, 2010, 3, 506-506.	0.3	0
527	No visual dominance for remembered turns – Psychophysical experiments on the integration of visual and vestibular cues in virtual reality. Journal of Vision, 2010, 1, 188-188.	0.3	0
528	fMRI correlates of visual cue combination. Journal of Vision, 2010, 3, 850-850.	0.3	0
529	Integration of local features into visual shapes in the human visual cortex. Journal of Vision, 2010, 2, 491-491.	0.3	0
530	Markerless Tracking of Dynamic 3D Scans of Faces. , 2010, , 255-276.		0
531	Attentional Biases during Steering Behavior. Lecture Notes in Computer Science, 2013, , 21-27.	1.3	0
532	Navigation mit Schnappschälchen. Informatik Aktuell, 1998, , 421-428.	0.6	0
533	Where am I? In terms of my physical and of my perceived body. Journal of Vision, 2018, 18, 100.	0.3	0
534	An integrated approach to the study of object features in visual recognition. Network: Computation in Neural Systems, 1995, 6, 603-618.	3.6	0
535	Design, Analysis and Selection of Haptic Inceptor Configurations for Tilt-Rotor Application. , 2021, , .		0