

Petros Daras

List of Publications by Year in descending order

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256
papers

3,724
citations

186265

28
h-index

233421

45
g-index

263
all docs

263
docs citations

263
times ranked

3062
citing authors

#	ARTICLE	IF	CITATIONS
1	A 3D Shape Retrieval Framework Supporting Multimodal Queries. <i>International Journal of Computer Vision</i> , 2010, 89, 229-247.	15.6	155
2	Real-Time, Full 3-D Reconstruction of Moving Foreground Objects From Multiple Consumer Depth Cameras. <i>IEEE Transactions on Multimedia</i> , 2013, 15, 339-358.	7.2	143
3	Evaluating a dancer's performance using kinect-based skeleton tracking. , 2011, , .		125
4	Deep Learning on Multi Sensor Data for Counter UAV Applicationsâ€™A Systematic Review. <i>Sensors</i> , 2019, 19, 4837.	3.8	115
5	OmniDepth: Dense Depth Estimation forâ€™Indoors Spherical Panoramas. <i>Lecture Notes in Computer Science</i> , 2018, , 453-471.	1.3	105
6	Real-Time Skeleton-Tracking-Based Human Action Recognition Using Kinect Data. <i>Lecture Notes in Computer Science</i> , 2014, , 473-483.	1.3	92
7	Motion analysis: Action detection, recognition and evaluation based on motion capture data. <i>Pattern Recognition</i> , 2018, 76, 612-622.	8.1	73
8	DeepSurf: a surface-based deep learning approach for the prediction of ligand binding sites on proteins. <i>Bioinformatics</i> , 2021, 37, 1681-1690.	4.1	66
9	Spherical View Synthesis for Self-Supervised 360â€™ Depth Estimation. , 2019, , .		62
10	Efficient 3-D model search and retrieval using generalized 3-D radon transforms. <i>IEEE Transactions on Multimedia</i> , 2006, 8, 101-114.	7.2	61
11	3D object retrieval using the 3D shape impact descriptor. <i>Pattern Recognition</i> , 2009, 42, 2447-2459.	8.1	60
12	Immersive 3D Holographic Video System. <i>IEEE MultiMedia</i> , 2013, 20, 28-37.	1.7	60
13	Estimating human motion from multiple Kinect sensors. , 2013, , .		57
14	SIGN LANGUAGE RECOGNITION BASED ON HAND AND BODY SKELETAL DATA. , 2018, , .		56
15	3D Model Search and Retrieval Using the Spherical Trace Transform. <i>Eurasip Journal on Advances in Signal Processing</i> , 2006, 2007, 1.	1.7	55
16	An Integrated Platform for Live 3D Human Reconstruction and Motion Capturing. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2017, 27, 798-813.	8.3	52
17	The TFC Model: Tensor Factorization and Tag Clustering for Item Recommendation in Social Tagging Systems. <i>IEEE Transactions on Systems, Man, and Cybernetics: Systems</i> , 2013, 43, 673-688.	9.3	51
18	Fast and Precise Hippocampus Segmentation Through Deep Convolutional Neural Network Ensembles and Transfer Learning. <i>Neuroinformatics</i> , 2019, 17, 563-582.	2.8	51

#	ARTICLE	IF	CITATIONS
19	Three-Dimensional Shape-Structure Comparison Method for Protein Classification. IEEE/ACM Transactions on Computational Biology and Bioinformatics, 2006, 3, 193-207.	3.0	46
20	Quaternionic Signal Processing Techniques for Automatic Evaluation of Dance Performances From MoCap Data. IEEE Transactions on Multimedia, 2014, 16, 1391-1406.	7.2	43
21	A Comprehensive Study on Deep Learning-Based Methods for Sign Language Recognition. IEEE Transactions on Multimedia, 2022, 24, 1750-1762.	7.2	42
22	A Compact Multi-view Descriptor for 3D Object Retrieval. , 2009, , .		41
23	Behavior Analysis through Multimodal Sensing for Care of Parkinson's and Alzheimer's Patients. IEEE MultiMedia, 2018, 25, 14-25.	1.7	41
24	A unified framework for multimodal retrieval. Pattern Recognition, 2013, 46, 3358-3370.	8.1	40
25	Enhanced disparity estimation in stereo images. Image and Vision Computing, 2015, 35, 31-49.	4.5	39
26	Continuous Sign Language Recognition Through Cross-Modal Alignment of Video and Text Embeddings in a Joint-Latent Space. IEEE Access, 2020, 8, 91170-91180.	4.2	38
27	Drone-vs-Bird Detection Challenge at IEEE AVSS2019. , 2019, , .		37
28	Combining Topological and Geometrical Features for Global and Partial 3-D Shape Retrieval. IEEE Transactions on Multimedia, 2008, 10, 819-831.	7.2	36
29	Multimedia search and retrieval using multimodal annotation propagation and indexing techniques. Signal Processing: Image Communication, 2013, 28, 351-367.	3.2	35
30	Multimodal Student Engagement Recognition in Prosocial Games. IEEE Transactions on Games, 2018, 10, 292-303.	1.4	35
31	Non-linear Convolution Filters for CNN-Based Learning. , 2017, , .		34
32	Artificial Intelligence Technologies for Sign Language. Sensors, 2021, 21, 5843.	3.8	34
33	Search and Retrieval of Rich Media Objects Supporting Multiple Multimodal Queries. IEEE Transactions on Multimedia, 2012, 14, 734-746.	7.2	32
34	Does Deep Super-Resolution Enhance UAV Detection?. , 2019, , .		32
35	A Deep Learning Approach for Analyzing Video and Skeletal Features in Sign Language Recognition. , 2018, , .		31
36	A Comprehensive Study on Deep Learning-Based 3D Hand Pose Estimation Methods. Applied Sciences (Switzerland), 2020, 10, 6850.	2.5	31

#	ARTICLE	IF	CITATIONS
37	3D Content-Based Search Based on 3D Krawtchouk Moments. , 2006, , .		30
38	Blind Robust 3-D Mesh Watermarking Based on Oblate Spheroidal Harmonics. IEEE Transactions on Multimedia, 2009, 11, 23-38.	7.2	29
39	Multimodal affective state recognition in serious games applications. , 2016, , .		28
40	Deep Affordance-Grounded Sensorimotor Object Recognition. , 2017, , .		28
41	HUMAN4D: A Human-Centric Multimodal Dataset for Motions and Immersive Media. IEEE Access, 2020, 8, 176241-176262.	4.2	28
42	Automatic classification of archaeological pottery sherds. Journal on Computing and Cultural Heritage, 2012, 5, 1-21.	2.1	27
43	Content-Based Guided Image Filtering, Weighted Semi-Global Optimization, and Efficient Disparity Refinement for Fast and Accurate Disparity Estimation. IEEE Transactions on Multimedia, 2016, 18, 155-170.	7.2	27
44	Human Fall Detection from Acceleration Measurements Using a Recurrent Neural Network. IFMBE Proceedings, 2018, , 145-149.	0.3	27
45	Quality of Experience for 3-D Immersive Media Streaming. IEEE Transactions on Broadcasting, 2018, 64, 379-391.	3.2	27
46	Toward Real-Time and Efficient Compression of Human Time-Varying Meshes. IEEE Transactions on Circuits and Systems for Video Technology, 2014, 24, 2099-2116.	8.3	26
47	Large-scale spectral clustering based on pairwise constraints. Information Processing and Management, 2015, 51, 616-624.	8.6	26
48	Continuous Sign Language Recognition through a Context-Aware Generative Adversarial Network. Sensors, 2021, 21, 2437.	3.8	26
49	Investigating the Effects of Multiple Factors Towards More Accurate 3-D Object Retrieval. IEEE Transactions on Multimedia, 2012, 14, 374-388.	7.2	25
50	MSIDX: Multi-Sort Indexing for Efficient Content-Based Image Search and Retrieval. IEEE Transactions on Multimedia, 2013, 15, 1415-1430.	7.2	25
51	Computerized decision support for beneficial home-based exercise rehabilitation in patients with cardiovascular disease. Computer Methods and Programs in Biomedicine, 2018, 162, 1-10.	4.7	25
52	HeartHealth: A Cardiovascular Disease Home-based Rehabilitation System. Procedia Computer Science, 2015, 63, 340-347.	2.0	24
53	Gaze-Based Relevance Feedback for Realizing Region-Based Image Retrieval. IEEE Transactions on Multimedia, 2014, 16, 440-454.	7.2	23
54	A survey on AI nutrition recommender systems. , 2019, , .		23

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55	Real-time, realistic full-body 3D reconstruction and texture mapping from multiple Kinects. , 2013, , .		22
56	Self-Supervised Deep Depth Denoising. , 2019, , .		22
57	An advanced virtual dance performance evaluator. , 2012, , .		21
58	Abnormal Behavior Detection in Crowded Scenes Using Density Heatmaps and Optical Flow. , 2018, , .		20
59	Graph-based multimodal fusion with metric learning for multimodal classification. Pattern Recognition, 2019, 95, 296-307.	8.1	20
60	A Low-Cost, Flexible and Portable Volumetric Capturing System. , 2018, , .		19
61	LDS-Inspired Residual Networks. IEEE Transactions on Circuits and Systems for Video Technology, 2019, 29, 2363-2375.	8.3	19
62	Human Action Recognition Using 3D Reconstruction Data. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 1807-1823.	8.3	18
63	An Improved Tobit Kalman Filter with Adaptive Censoring Limits. Circuits, Systems, and Signal Processing, 2020, 39, 5588-5617.	2.0	18
64	Pano3D: A Holistic Benchmark and a Solid Baseline for 360° Depth Estimation. , 2021, , .		18
65	Content-based tag propagation and tensor factorization for personalized item recommendation based on social tagging. ACM Transactions on Interactive Intelligent Systems, 2014, 3, 1-27.	3.7	17
66	3D tele-immersion platform for interactive immersive experiences between remote users. , 2016, , .		17
67	Towards a Future Internet Architecture. Lecture Notes in Computer Science, 2011, , 7-18.	1.3	17
68	A Shape Descriptor for Fast Complementarity Matching in Molecular Docking. IEEE/ACM Transactions on Computational Biology and Bioinformatics, 2011, 8, 1441-1457.	3.0	16
69	Accurate and Fully Automatic Hippocampus Segmentation Using Subject-Specific 3D Optimal Local Maps Into a Hybrid Active Contour Model. IEEE Journal of Translational Engineering in Health and Medicine, 2014, 2, 1-16.	3.7	16
70	Multi-target detection in CCTV footage for tracking applications using deep learning techniques. , 2016, , .		16
71	DeepMoCap: Deep Optical Motion Capture Using Multiple Depth Sensors and Retro-Reflectors. Sensors, 2019, 19, 282.	3.8	16
72	Benchmarking Open-Source Static 3D Mesh Codecs for Immersive Media Interactive Live Streaming. IEEE Journal on Emerging and Selected Topics in Circuits and Systems, 2019, 9, 190-203.	3.6	16

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73	Examining Deep Learning Architectures for Crime Classification and Prediction. <i>Forecasting</i> , 2021, 3, 741-762.	2.8	15
74	A novel peer-to-peer payment protocol. , 0, , .		14
75	SP-Dock: Protein-Protein Docking Using Shape and Physicochemical Complementarity. <i>IEEE/ACM Transactions on Computational Biology and Bioinformatics</i> , 2013, 10, 135-150.	3.0	14
76	SHREC 2020: Multi-domain protein shape retrieval challenge. <i>Computers and Graphics</i> , 2020, 91, 189-198.	2.5	14
77	Recurrent neural network pruning using dynamical systems and iterative fine-tuning. <i>Neural Networks</i> , 2021, 143, 475-488.	5.9	14
78	Body Motion Analysis for Emotion Recognition in Serious Games. <i>Lecture Notes in Computer Science</i> , 2016, , 33-42.	1.3	14
79	Validation of a Deep Learning System for the Full Automation of Bite and Meal Duration Analysis of Experimental Meal Videos. <i>Nutrients</i> , 2020, 12, 209.	4.1	14
80	DeMoCap: Low-Cost Marker-Based Motion Capture. <i>International Journal of Computer Vision</i> , 2021, 129, 3338-3366.	15.6	14
81	Viewpoint independent object recognition in cluttered scenes exploiting ray-triangle intersection and SIFT algorithms. <i>Pattern Recognition</i> , 2010, 43, 3833-3845.	8.1	13
82	Shape matching using the 3D Radon transform. , 2004, , .		12
83	Similarity content search in content centric networks. , 2010, , .		12
84	Three-dimensional monitoring of weightlifting for computer assisted training. , 2013, , .		11
85	Fast deformable model-based human performance capture and FVV using consumer-grade RGB-D sensors. <i>Pattern Recognition</i> , 2018, 79, 260-278.	8.1	11
86	3D model retrieval using accurate pose estimation and view-based similarity. , 2011, , .		10
87	Similarity Search of Flexible 3D Molecules Combining Local and Global Shape Descriptors. <i>IEEE/ACM Transactions on Computational Biology and Bioinformatics</i> , 2016, 13, 954-970.	3.0	10
88	Landmark-based multimodal human action recognition. <i>Multimedia Tools and Applications</i> , 2017, 76, 4505-4521.	3.9	10
89	Learning prosocial skills through multiadaptive games: a case study. <i>Journal of Computers in Education</i> , 2019, 6, 167.	8.3	10
90	360° Surface Regression with a Hyper-Sphere Loss. , 2019, , .		10

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91	Gamification concepts for leveraging knowledge sharing in Industry 4.0. International Journal of Serious Games, 2019, 6, 75-87.	1.1	10
92	Drone Control in AR: An Intuitive System for Single-Handed Gesture Control, Drone Tracking, and Contextualized Camera Feed Visualization in Augmented Reality. Drones, 2022, 6, 43.	4.9	10
93	SHREC 2022: Proteinâ€™ligand binding site recognition. Computers and Graphics, 2022, 107, 20-31.	2.5	10
94	I-SEARCH: A Unified Framework for Multimodal Search and Retrieval. Lecture Notes in Computer Science, 2012, , 130-141.	1.3	9
95	RAAT - The reverie avatar authoring tool. , 2013, , .		9
96	A framework for realistic 3D tele-immersion. , 2013, , .		9
97	Fast and smooth 3D reconstruction using multiple RGB-Depth sensors. , 2014, , .		9
98	Automatic generation of 3D outdoor and indoor building scenes from a single image. Multimedia Tools and Applications, 2014, 70, 361-378.	3.9	9
99	Gradient-Based Reliability Maps for ACM-Based Segmentation of Hippocampus. IEEE Transactions on Biomedical Engineering, 2014, 61, 1015-1026.	4.2	9
100	Skeleton-Based Action Recognition Based on Deep Learning and Grassmannian Pyramids. , 2018, , .		9
101	Augmented VR. , 2018, , .		9
102	Exploiting sensing devices availability in AR/VR deployments to foster engagement. Virtual Reality, 2019, 23, 399-410.	6.1	9
103	User Evaluation of Industry 4.0 Concepts for Worker Engagement. Advances in Intelligent Systems and Computing, 2019, , 34-40.	0.6	9
104	Preservation and Gamification of Traditional Sports. , 2017, , 421-446.		9
105	Multimodal monitoring of Parkinson's and Alzheimer's patients using the ICT4LIFE platform. , 2017, , .		8
106	Incorporating Textual Similarity in Video Captioning Schemes. , 2019, , .		8
107	Adaptive game-based learning in multi-agent educational settings. Journal of Computers in Education, 2019, 6, 215-239.	8.3	8
108	3D Technologies and Applications in Sign Language. Advances in Multimedia and Interactive Technologies Book Series, 2020, , 50-78.	0.2	8

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109	Markerless Structure-based Multi-sensor Calibration for Free Viewpoint Video Capture. , 0, , .		8
110	An MPEG-4 tool for composing 3D scenes. IEEE MultiMedia, 2004, 11, 58-71.	1.7	7
111	Semantic force relevance feedback, content-free 3D object retrieval and annotation propagation: bridging the gap and beyond. Multimedia Tools and Applications, 2008, 39, 217-241.	3.9	7
112	Ellipsoidal Harmonics for 3-D Shape Description and Retrieval. IEEE Transactions on Multimedia, 2009, 11, 1422-1433.	7.2	7
113	Towards an expressive virtual tutor. , 2010, , .		7
114	Depth estimation in integral images by anchoring optimization techniques. , 2011, , .		7
115	Anchoring Graph Cuts Towards Accurate Depth Estimation in Integral Images. Journal of Display Technology, 2012, 8, 405-417.	1.2	7
116	Reconstruction for 3D immersive virtual environments. , 2012, , .		7
117	A multi-modal dance corpus for research into interaction between humans in virtual environments. Journal on Multimodal User Interfaces, 2012, 7, 157.	2.9	7
118	Hippocampus segmentation through gradient based reliability maps for local blending of ACM energy terms. , 2013, , .		7
119	On human Time-Varying Mesh compression exploiting activity-related characteristics. , 2014, , .		7
120	Temporal and color consistent disparity estimation in stereo videos. , 2014, , .		7
121	Autonomous agents and avatars in REVERIE's virtual environment. , 2015, , .		7
122	A Deep Learning Approach to Object Affordance Segmentation. , 2020, , .		7
123	Volume-of-Interest Aware Deep Neural Networks for Rapid Chest CT-Based COVID-19 Patient Risk Assessment. International Journal of Environmental Research and Public Health, 2021, 18, 2842.	2.6	7
124	Single-shot cuboids: Geodesics-based end-to-end Manhattan aligned layout estimation from spherical panoramas. Image and Vision Computing, 2021, 110, 104160.	4.5	7
125	UAV Classification with Deep Learning Using Surveillance Radar Data. Lecture Notes in Computer Science, 2019, , 744-753.	1.3	7
126	Robust SIFT-based feature matching using Kendall's rank correlation measure. , 2009, , .		6

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127	3D reconstruction of indoor and outdoor building scenes from a single image. , 2010, , .		6
128	Introducing a unified framework for content object description. International Journal of Multimedia Intelligence and Security, 2011, 2, 351.	0.1	6
129	A dataset of Kinect-based 3D scans. , 2013, , .		6
130	A Hybrid Human-Robot Collaborative Environment for Recycling Electrical and Electronic Equipment. , 2019, , .		6
131	Serverless streaming for emerging media: towards 5G network-driven cost optimization. Multimedia Tools and Applications, 2022, 81, 12211-12250.	3.9	6
132	Adaptive Learning Based on Affect Sensing. Lecture Notes in Computer Science, 2018, , 475-479.	1.3	6
133	Exploring the prosociality domains of trust and cooperation, through single and cooperative digital gameplay in Path of Trust.. International Journal of Serious Games, 2016, 3, .	1.1	6
134	Technologies Facilitating Smart Pedagogy. , 2019, , 433-451.		6
135	MPEG-4 authoring tool for the composition of 3D audiovisual scenes. , 0, , .		5
136	A Web/WAP-based system for remote monitoring patients with data mining support. , 0, , .		5
137	Multimodal search and retrieval using manifold learning and query formulation. , 2011, , .		5
138	The CUBRIK project. , 2012, , .		5
139	Blending real with virtual in 3DLife. , 2013, , .		5
140	Human-centred Adaptation and Task Distribution utilizing Levels of Automation. IFAC-PapersOnLine, 2018, 51, 54-59.	0.9	5
141	A Framework for Large-Scale Analysis of Video "in the Wild" to Assist Digital Forensic Examination. IEEE Security and Privacy, 2019, 17, 23-33.	1.2	5
142	Zernike Pooling: Generalizing Average Pooling Using Zernike Moments. IEEE Access, 2021, 9, 121128-121136.	4.2	5
143	Towards Real-time Generalized Ergonomic Risk Assessment for the Prevention of Musculoskeletal Disorders. , 2021, , .		5
144	Subjective Visual Quality Assessment of Immersive 3D Media Compressed by Open-Source Static 3D Mesh Codecs. Lecture Notes in Computer Science, 2019, , 80-91.	1.3	5

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145	A Computerized System for Real-Time Exercise Performance Monitoring and e-Coaching Using Motion Capture Data. IFMBE Proceedings, 2018, , 243-247.	0.3	5
146	evolve2vec: Learning Network Representations Using Temporal Unfolding. Lecture Notes in Computer Science, 2019, , 447-458.	1.3	5
147	Hybrid Skip: A Biologically Inspired Skip Connection for the UNet Architecture. IEEE Access, 2022, 10, 53928-53939.	4.2	5
148	MPEG-4 authoring tool for the composition of 3D audiovisual scenes. , 0, , .		4
149	MPEG-4 Authoring Tool Using Moving Object Segmentation and Tracking in Video Shots. Eurasip Journal on Advances in Signal Processing, 2003, 2003, 1.	1.7	4
150	On 3D Partial Matching of Meaningful Parts. , 2007, , .		4
151	I-SEARCH. , 2012, , .		4
152	3D-live. , 2012, , .		4
153	A case study for tele-immersion communication applications: From 3D capturing to rendering. , 2014, , .		4
154	Person tracking association using multi-modal systems. , 2017, , .		4
155	Technological Module for Unsupervised, Personalized Cardiac Rehabilitation Exercising. , 2017, , .		4
156	Adaptive Tobit Kalman-Based Tracking. , 2018, , .		4
157	A System Architecture for Live Immersive 3D-Media Transcoding Over 5G Networks. , 2018, , .		4
158	A novel framework for physical therapy rehabilitation monitoring and assessment in Parkinson disease patients using depth information. , 2019, , .		4
159	Neural Network Compression Using Higher-Order Statistics and Auxiliary Reconstruction Losses. , 2020, , .		4
160	Space Wars: An AugmentedVR Game. Lecture Notes in Computer Science, 2019, , 566-570.	1.3	4
161	A Multi-Modal 3D Capturing Platform for Learning and Preservation of Traditional Sports and Games. , 2015, , .		4
162	Watermarking of 3d models for data hiding. , 0, , .		3

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163	A Novel Prototype for Documentation and Retrieval of 3D Objects. , 2007, , .		3
164	User centric media in the future internet. , 2008, , .		3
165	Seamless content delivery in the future mobile Internet [Guest Editorial]. IEEE Wireless Communications, 2009, 16, 10-12.	9.0	3
166	Automatic creation of 3D environments from a single sketch using content-centric networks. , 2011, 49, 152-157.		3
167	A framework for implicit human-centered image tagging inspired by attributed affect. Visual Computer, 2014, 30, 1093-1106.	3.5	3
168	The influence of image descriptorsâ€™ dimensionsâ€™ value cardinalities on large-scale similarity search. International Journal of Multimedia Information Retrieval, 2015, 4, 187-204.	5.2	3
169	Dynamic adaptive mesh streaming for real-time 3D teleimmersion. , 2015, , .		3
170	A Crowd-Powered System for Fashion Similarity Search. ACM Transactions on Intelligent Systems and Technology, 2016, 7, 1-24.	4.5	3
171	Social Media Interaction and Analytics for Enhanced Educational Experiences. IEEE MultiMedia, 2016, 23, 26-35.	1.7	3
172	Frequencyâ€‘based slow feature analysis. Neurocomputing, 2019, 368, 34-50.	5.9	3
173	Deep sensorimotor learning for RGB-D object recognition. Computer Vision and Image Understanding, 2020, 190, 102844.	4.7	3
174	Deep Soft Procrustes for Markerless Volumetric Sensor Alignment. , 2020, , .		3
175	Non-Parametric Clustering Using Deep Neural Networks. IEEE Access, 2020, 8, 153630-153640.	4.2	3
176	Joint Object Affordance Reasoning and Segmentation in RGB-D Videos. IEEE Access, 2021, 9, 89699-89713.	4.2	3
177	DronePose: Photorealistic UAV-Assistant Dataset Synthesis for 3D Pose Estimation via a Smooth Silhouette Loss. Lecture Notes in Computer Science, 2020, , 663-681.	1.3	3
178	Optimizing Multimedia Retrieval Using Multimodal Fusion and Relevance Feedback Techniques. Lecture Notes in Computer Science, 2012, , 716-727.	1.3	3
179	3D shape-based techniques for protein classification. , 2005, , .		2
180	3D Protein Classification using Topological, Geometrical and Biological Information. , 2007, , .		2

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181	User Centric Media of the Future Internet. , 2008, , .		2
182	Recognizing 3D objects in cluttered scenes using projection images. , 2011, , .		2
183	3D protein-protein docking using shape complementarity and fast alignment. , 2011, , .		2
184	Real-time encoding of live reconstructed mesh sequences for 3D tele-immersion. , 2013, , .		2
185	Revisiting guided image filter based stereo matching and scanline optimization for improved disparity estimation. , 2014, , .		2
186	A Technology Platform for Enabling Behavioural Change as a "PATHway" Towards Better Self-management of CVD. , 2016, , .		2
187	Modelling learning experiences in adaptive multi-agent learning environments. , 2017, , .		2
188	Offline and online adaptation in prosocial games. , 2017, , .		2
189	Deep 3D Flow Features for Human Action Recognition. , 2018, , .		2
190	Efficient, Lightweight, Coordinate-Based Network for Image Super Resolution. , 2019, , .		2
191	Cross-domain Knowledge Transfer Schemes for 3D Human Action Recognition. , 2019, , .		2
192	RobusterNet: Improving Copy-Move Forgery Detection with Volterra-based Convolutions. , 2021, , .		2
193	3D Hand Pose Estimation via aligned latent space injection and kinematic losses. , 2021, , .		2
194	Editorial: Artificial Intelligence and Human Movement in Industries and Creation. Frontiers in Robotics and AI, 2021, 8, 712521.	3.2	2
195	A Deep Network for Automatic Video-Based Food Bite Detection. Lecture Notes in Computer Science, 2019, , 586-595.	1.3	2
196	Developing accessibility multimedia services. , 2020, , .		2
197	Monocular spherical depth estimation with explicitly connected weak layout cues. ISPRS Journal of Photogrammetry and Remote Sensing, 2022, 183, 269-285.	11.1	2
198	3D model watermarking for indexing using the generalized radon transform. , 0, , .		1

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199	3D content-based search and retrieval using the 2D polar wavelet transform. , 2005, , .		1
200	Recognizing 3D Objects using Ray-Triangle Intersection Distances. , 2007, , .		1
201	Brain structures segmentation using optimum global and local weights on mixing active contours and neighboring constraints. , 2011, , .		1
202	Analysis of dance movements using gaussian processes. , 2012, , .		1
203	Hippocampus segmentation by optimizing the local contribution of image and prior terms, through graph cuts and multi-atlas. , 2012, , .		1
204	Segmentation through a local and adaptive weighting scheme, for contour-based blending of image and prior information. , 2012, , .		1
205	A Framework for Human-like Behavior in an immersive virtual world. , 2013, , .		1
206	Local descriptions for human action recognition from 3D reconstruction data. , 2014, , .		1
207	Accurate stereo 3D point cloud generation suitable for multi-view stereo reconstruction. , 2014, , .		1
208	Skeleton-based human action recognition using basis vectors. , 2015, , .		1
209	A user-centric approach for event-driven summarization of surveillance videos. , 2015, , .		1
210	Deep cross-layer activation features for visual recognition. , 2016, , .		1
211	A Demonstration of the PATHway System for Technology-enabled Exercise-based Cardiac Rehabilitation. , 2016, , .		1
212	Affect state recognition for adaptive human robot interaction in learning environments. , 2017, , .		1
213	Semantic filtering for video stabilization. , 2017, , .		1
214	Attention-Enhanced Sensorimotor Object Recognition. , 2018, , .		1
215	AFFECTIVE STATE RECOGNITION BASED ON EYE GAZE ANALYSIS USING TWO“STREAM CONVOLUTIONAL NETWORKS. , 2018, , .		1
216	Subjective quality assessment of textured human full-body 3D-reconstructions. , 2018, , .		1

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217	Implicit and Explicit Regularization for Optical Flow Estimation. <i>Sensors</i> , 2020, 20, 3855.	3.8	1
218	Xr360: A Toolkit for Mixed 360 and 3d Productions. , 2020, , .		1
219	Zeroth-order optimizer benchmarking for 3D performance capture. , 2021, , .		1
220	Tools for User Interaction in Immersive Environments. <i>Lecture Notes in Computer Science</i> , 2014, , 382-385.	1.3	1
221	Towards the Creation of a Unified Framework for Multimodal Search and Retrieval. <i>Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering</i> , 2012, , 26-34.	0.3	1
222	HeartHealth. , 2015, , .		1
223	Forensic Analysis of Heterogeneous Social Media Data. , 2019, , .		1
224	Data Augmentation Using GANs for 3D Applications. <i>Advances in Multimedia and Interactive Technologies Book Series</i> , 2020, , 229-269.	0.2	1
225	Enhancing Robot-Assisted WEEE Disassembly Through Optimizing Automated Detection of Small Components. <i>Lecture Notes in Computer Science</i> , 2020, , 440-454.	1.3	1
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