Keywords: Geometry Processing

2021
Conference and Workshop Papers

[C1] T Yenamandra, A Tewari, F Bernard, HP Seidel, M Elgharib, D Cremers and C Theobalt, 
*Deep Implicit 3D Morphable Model of Human Heads*, 

[C2] M Gao, Z Lähner, J Thunberg, D Cremers and F Bernard, 
*Isometric Multi-Shape Matching*, 
*IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, 2021, Oral Presentation.

2020
Journal Articles

[J1] C. Sommer, Y. Sun, L. J. Guibas, D. Cremers and T. Birdal, 
*From Planes to Corners: Multi-Purpose Primitive Detection in Unorganized 3D Point Clouds*, 

Conference and Workshop Papers

[C1] M. Eisenberger, Z. Lähner and D. Cremers, 
*Smooth Shells: Multi-Scale Shape Registration with Functional Maps*, 
*IEEE International Conference on Computer Vision and Pattern Recognition (CVPR)*, 2020, Oral Presentation.

[C2] M. Eisenberger and D. Cremers, 
*Hamiltonian Dynamics for Real-World Shape Interpolation*, 
*European Conference on Computer Vision (ECCV)*, 2020, Spotlight Presentation.

[C3] S. Weiss, R. Maier, D. Cremers, R. Westermann and N. Thuerey, 
*Correspondence-Free Material Reconstruction using Sparse Surface Constraints*, 
*IEEE International Conference on Computer Vision and Pattern Recognition (CVPR)*, 2020.

[C4] C. Sommer, Y. Sun, E. Bylow and D. Cremers, 
*PrimiTect: Fast Continuous Hough Voting for Primitive Detection*, 

[C5] B Holzschuh, Z Lähner and D Cremers, 
*Simulated Annealing for 3D Shape Correspondence*, 

[C6] M Aygün, Z Lähner and D Cremers, 
*Unsupervised Dense Shape Correspondence using Heat Kernels*, 
Keywords: Geometry Processing

List of Publications

2019

Journal Articles

[J1] E Rodola, Z Lähner, AM. Bronstein, MM. Bronstein and J Solomon,
Functional Maps Representation on Product Manifolds,

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Shape Correspondence with Isometric and Non-Isometric Deformations,
Silvia Biasotti, Guillaume Lavoué and Remco C. Veltkamp(Eds.), 12th Eurographics Workshop on 3D Object Retrieval, 3DOR@Eurographics 2019, Genoa, Italy, May 5-6, 2019, Eurographics Association, 111-119, 2019.

[C2] M. Eisenberger, Z. Lähner and D. Cremers,
Divergence-Free Shape Correspondence by Deformation,

[C3] S. Weiss, R. Maier, R. Westermann, D. Cremers and N. Thuerey,
Sparse Surface Constraints for Combining Physics-based Elasticity Simulation and Correspondence-Free Object Reconstruction,

2018

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[C1] C. Sommer and D. Cremers,
Joint Representation of Primitive and Non-primitive Objects for 3D Vision,

[C2] Z. Lähner, D. Cremers and T. Tung,
DeepWrinkles: Accurate and Realistic Clothing Modeling,

[C3] V. Estellers, F. Schmidt and D. Cremers,
Robust Fitting of Subdivision Surfaces for Smooth Shape Analysis,
*Proc. of the Int. Conference on 3D Vision (3DV)*, September 2018, Received the Best Paper Award at 3DV 2018.

2017

Journal Articles

[J1] E Rodola, M Möller and D Cremers,
Regularized Pointwise Map Recovery from Functional Correspondence,

Conference and Workshop Papers
Keywords: Geometry Processing

List of Publications

[C1] M. Vestner, R. Litman, E. Rodola, A. Bronstein and D. Cremers,
Product Manifold Filter: Non-Rigid Shape Correspondence via Kernel Density Estimation in the Product Space,

Efficient Deformable Shape Correspondence via Kernel Matching,
International Conference on 3D Vision (3DV), Qingdao, China, October 2017, Oral Presentation.

[C3] F. Bernard, F. R. Schmidt, J. Thunberg and D. Cremers,
A Combinatorial Solution to Non-Rigid 3D Shape-to-Image Matching,

2016

Book Chapters

[BC1] M. Vestner, E. Rodola, T. Windheuser, RBS. Bulo and D. Cremers,
Applying Random Forests to the Problem of Dense Non-rigid Shape Correspondence,

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[C1] Z. Lähner, E. Rodola, F. R. Schmidt, M. M. Bronstein and D. Cremers,
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Proc. of Eurographics Workshop on 3D Object Retrieval (3DOR), May 2016.

[C3] I. Chiotellis, R. Triebel, T. Windheuser and D. Cremers,
Non-Rigid 3D Shape Retrieval via Large Margin Nearest Neighbor Embedding,
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[C4] T. Windheuser and D. Cremers,
A Convex Solution to Spatially-Regularized Correspondence Problems,
European Conference on Computer Vision (ECCV), October 2016.

2015

Journal Articles

[J1] A. Albarelli, E. Rodola and A. Torsello,
Fast and Accurate Surface Alignment through an Isometry-Enforcing Game,
2013
Journal Articles

[J1] E. Rodola, A. Albarelli, F. Bergamasco and A. Torsello,
A Scale Independent Selection Process for 3D Object Recognition in Cluttered Scenes,

[J2] A. Torsello, A. Albarelli and E. Rodola,
Stable and Fast Techniques for Unambiguous Compound Phase Coding,