2021
Conference and Workshop Papers

[C1] T Yenamandra, A Tewari, F Bernard, HP Seidel, M Elgharib, D Cremers and C Theobalt,
  i3DMM: Deep Implicit 3D Morphable Model of Human Heads,

[C2] M Gao, Z Lähner, J Thunberg, D Cremers and F Bernard,
  Isometric Multi-Shape Matching,

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,

[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,

Conference and Workshop Papers

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

Conference and Workshop Papers

[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,
European Conference on Computer Vision (ECCV), September 2018, Oral Presentation.

[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,

Conference and Workshop Papers

[C1] Z. Lähner, E. Rodola, F. R. Schmidt, M. M. Bronstein and D. Cremers,
Efficient Globally Optimal 2D-to-3D Deformable Shape Matching,
IEEE Conference on Computer Vision and Pattern Recognition (CVPR), May 2016.

SHREC’16: Matching of Deformable Shapes with Topological Noise,
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,
European Conference on Computer Vision (ECCV), October 2016.

[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,