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May 2016.

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2015.

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[C105] C. Kerl, J. Stueckler and D. Cremers, 
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September 2014, Oral Presentation.

[C121] T. Schöps, J. Engel and D. Cremers,
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[C124] R. Maier, J. Sturm and D. Cremers,
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2014.

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[C129] E. Strekalovskiy and D. Cremers,
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[C130] A. Kanezaki, E. Rodola and T. Harada, RGB-D [RGB-D gazou kara no butta kenshutsu ni okeru taiou tenshuugou ruijido no gakushuu], 32 - The Robotics Society of Japan (RSJ), Fukuoka, Japan, September 2014, **2015 Encouragement Award**.


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Dense Elastic 3D Shape Matching,

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Wimmelbild Analysis with Approximate Curvature Coding Distance Images,

[C147] Bergbauer, Julia, Tari and Sibel,
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2013.

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[C162] D. Weikersdorfer, A. Schick and D. Cremers,

[C163] R. Triebel, H. Grimmett and I. Posner,
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[C165] E. Bylow, J. Sturm, C. Kerl, F. Kahl and D. Cremers,
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Best research paper award.

[C176] J. Sturm, E. Bylow, F. Kahl and D. Cremers,
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2013.

[C178] J. Engel, J. Sturm and D. Cremers,
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Sydney, Australia, December 2013.

[C179] E. Rodola, A. Torsello, T. Harada, Y. Kuniyoshi and D. Cremers,
Elastic Net Constraints for Shape Matching,
Sydney, Australia, December 2013.

[C180] J. Lellmann, E. Strekalovskiy, S. Koetter and D. Cremers,
Total Variation Regularization for Functions with Values in a Manifold,
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[C181] C. Nieuwenhuis, E. Strekalovskiy and D. Cremers,
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[C182] J. Stühmer, P. Schröder and D. Cremers,
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Sydney, Australia, December 2013, Oral Presentation.

[C183] G. Kuschk and D. Cremers,
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ICCV Workshop on Big Data in 3D Computer Vision, Sydney, Australia, December 2013.

[C184] M. R. Oswald and D. Cremers,
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Large-Scale Multi-Resolution Surface Reconstruction from RGB-D Sequences,
Sydney, Australia, 2013.

[C186] T. Naseer, J. Sturm and D. Cremers,
Interactive Person Following and Gesture Recognition with a Flying Robot,
Proc. of the Assistance and Service Robotics Workshop (ASROB) at the IEEE Int. Conf. on Intelligent Robots and Systems (IROS), Nov. 2013.
R. Triebel, H. Grimmett, R. Paul and I. Posner,
**Driven Learning for Driving: How Introspection Improves Semantic Mapping**, 
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D. Cremers, E. Rodola and T. Windheuser,
**Relaxations for Minimizing Metric Distortion and Elastic Energies for 3D Shape Matching**, 

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M. McElhone, J. Stueckler and S. Behnke,
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T. Fiolka, J. Stueckler, D. A. Klein, D. Schulz and S. Behnke,
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A. Berner, Jun Li, D. Holz, J. Stueckler, S. Behnke and R. Klein,
**Combining contour and shape primitives for object detection and pose estimation of prefabricated parts**, 

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M. Nieuwenhuisen, D. Droeschel, D. Holz, J. Stueckler, A. Berner, Jun Li, R. Klein and S. Behnke,
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L. Gorelick, F. R. Schmidt and Y. Boykov,
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L. Ma, T. Whelan, E. Bondarev, P. H. N. de With and J. McDonald,
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A game-theoretic approach to deformable shape matching,

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32
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