

Nadia Magnenat Thalmann

Publications

Refereed Papers in International Journals

1. Zhijie Zhang, Jianmin Zheng, Nadia Magnenat Thalmann: [Engagement estimation of the elderly from wild multipartv human–robot interaction](#). Computer Animation and Virtual Worlds, 2022
2. Nadia Magnenat Thalmann, Jinman Kim, George Papagiannakis, Daniel Thalmann, Bin Sheng: **Computer graphics for metaverse**. Virtual Reality & Intelligent Hardware, 2022
3. Nidhi Mishra, Manoj Ramanathan, Gauri Tulsulkar, Nadia Magnenat Thalmann: [Uncanny valley for interactive social agents: An experimental study](#). Virtual Reality & Intelligent Hardware, 2022
4. Tianrui Liu, Yiyu Cai, Jianmin Zheng, Nadia Magnenat Thalmann: [BEACon: a boundary embedded attentional convolution network for point cloud instance segmentation](#). The Visual Computer, 2022
5. Yazli, N.C., Baka, E., Magnenat-Thalmann, N., Kaplanidi, D., Partarakis, N., Karuzaki, E., Zidianakis, M., Pattakos, A. and Zabulis, X., 2022. [Modeling craftspeople for cultural heritage: A case study](#). COMPUTER ANIMATION AND VIRTUAL WORLDS.
6. Zabulis, X.; Partarakis, N.; Meghini, C.; Dubois, A.; Manitsaris, S.; Hauser, H.; Magnenat Thalmann, N.; Ringas, C.; Panesse, L.; Cadi, N.; Baka, E.; Beisswenger, C.; Makrygiannis, D.; Glushkova, A.; Padilla, B.E.O.; Kaplanidi, D.; Tasiopoulou, E.; Cuenca, C.; Carre, A.-L.; Nitti, V.; Adami, I.; Zidianakis, E.; Doulgeraki, P.; Karouzaki, E.; Bartalesi, V.; Metilli, D. [A Representation Protocol for Traditional Crafts](#). Heritage 2022, 5, 716-741. <https://doi.org/10.3390/heritage5020040>
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8. Kow, F., Sinha, A. K., Ming, Z. J., Songyu, B., Kang, J. T. J., Jeffrey, H. Y. J., ... & Cai, Y. (2022). [MIDAS: Multi-sensorial Immersive Dynamic Autonomous System Improves Motivation of Stroke Affected Patients for Hand Rehabilitation](#). arXiv e-prints, arXiv-2203.
9. Hauser H, Beisswenger C, Partarakis N, Zabulis X, Adami I, Zidianakis E, Patakos A, Patsiouras N, Karuzaki E, Foukarakis M, Tsoli [A. Multimodal Narratives for the Presentation of Silk Heritage in the Museum](#). Heritage. 2022;5(1):461.
10. Carre, A.L., Dubois, A., Partarakis, N., Zabulis, X., Patsiouras, N., Mantinaki, E., Zidianakis, E., Cadi, N., Baka, E., Thalmann, N.M. and Makrygiannis, D., 2022. [Mixed-Reality Demonstration and Training of Glassblowing](#). Heritage, 5(1), pp.103-128.
11. Ringas, C., Tasiopoulou, E., Kaplanidi, D., Partarakis, N., Zabulis, X., Zidianakis, E., Patakos, A., Patsiouras, N., Karuzaki, E., Foukarakis, M. and Adami, I., 2022. [Traditional Craft Training and Demonstration in Museums](#). Heritage, 5(1), pp.431-459.
12. Tian, L., Zheng, J., Cai, Y., Halil, M., Thalmann, N. M., Thalmann, D., & Li, H. (2021). [Fast 3D Modeling of Prosthetic Robotic Hands Based on a Multi-Layer Deformable Design](#). International journal of bioprinting, 8(1), 406. <https://doi.org/10.18063/ijb.v8i1.406>
13. Karuzaki, E., Partarakis, N., Patsiouras, N., Zidianakis, E., Katzourakis, A., Pattakos, A., Kaplanidi, D., Baka, E., Cadi, N., Magnenat-Thalmann, N. and Ringas, C., 2021. [Realistic Virtual Humans for Cultural Heritage Applications](#). Heritage, 4(4), pp.4148-4171.
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- [Building Emotional Virtual Characters in VR Volleyball Games.](#) Computer Animation and Virtual Worlds, Special Issue Paper, DOI: 10.1002/cav.2008, May 31, 2021 (IF: 0.654)
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