Dr. Nico Blodow

List of Publications


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[C1] Nico Blodow, Zoltan-Csaba Marton, Dejan Pangercic, Thomas Rühr, Moritz Tenorth and Michael Beetz,
Inferring Generalized Pick-and-Place Tasks from Pointing Gestures,

[C2] Nico Blodow, Lucian Cosmin Goron, Zoltan-Csaba Marton, Dejan Pangercic, Thomas Rühr, Moritz Tenorth and Michael Beetz,
Autonomous Semantic Mapping for Robots Performing Everyday Manipulation Tasks in Kitchen Environments,

[C3] Zoltan-Csaba Marton, Nico Blodow and Michael Beetz,
Advantages of Spatial-temporal Object Maps for Service Robotics,
IEEE Workshop on Advanced Robotics and its Social Impacts (ARSO), Half-Moon Bay, CA, USA, October 2-4 2011.

[C4] Aitor Aldoma, Markus Vince, Nico Blodow, David Gossow, Suat Gedikli, Radu Bogdan Rusu and Gary R. Bradski,
CAD-model recognition and 6DOF pose estimation using 3D cues,

[C1] Nico Blodow, Zoltan-Csaba Marton, Dejan Pangercic and Michael Beetz,
Making Sense of 3D Data,

[C2] Zoltan-Csaba Marton, Dejan Pangercic, Nico Blodow, Jonathan Kleinehellefort and Michael Beetz,
General 3D Modelling of Novel Objects from a Single View,

[C3] Nico Blodow, Dominik Jain, Zoltan-Csaba Marton and Michael Beetz,
Perception and Probabilistic Anchoring for Dynamic World State Logging,

[C1] Radu Bogdan Rusu, Zoltan Csaba Marton, Nico Blodow, Andreas Holzbach and Michael Beetz,
Model-based and Learned Semantic Object Labeling in 3D Point Cloud Maps of Kitchen Environments,

[C2] Radu Bogdan Rusu, Nico Blodow, Zoltan Csaba Marton and Michael Beetz,
Close-range Scene Segmentation and Reconstruction of 3D Point Cloud Maps for Mobile Manipulation in Human Environments,
[C3] Radu Bogdan Rusu, Andreas Holzbach, Nico Blodow and Michael Beetz,
Fast Geometric Point Labeling using Conditional Random Fields,

[C4] Radu Bogdan Rusu, Nico Blodow and Michael Beetz,
Fast Point Feature Histograms (FPFH) for 3D Registration,

[C5] Nico Blodow, Radu Bogdan Rusu, Zoltan Csaba Marton and Michael Beetz,
Partial View Modeling and Validation in 3D Laser Scans for Grasping,

[C6] Michael Beetz, Nico Blodow, Ulrich Klank, Zoltan Csaba Marton, Dejan Pangercic and Radu Bogdan Rusu,
CoP-Man – Perception for Mobile Pick-and-Place in Human Living Environments,

[J1] Radu Bogdan Rusu, Zoltan Csaba Marton, Nico Blodow, Mihai Dolha and Michael Beetz,
Towards 3D Point Cloud Based Object Maps for Household Environments,

[C1] Zoltan Csaba Marton, Nico Blodow, Mihai Dolha, Moritz Tenorth, Radu Bogdan Rusu and Michael Beetz,
Autonomous Mapping of Kitchen Environments and Applications,

[C2] Radu Bogdan Rusu, Zoltan Csaba Marton, Nico Blodow and Michael Beetz,
Interpretation of Urban Scenes based on Geometric Features,

[C3] Radu Bogdan Rusu, Zoltan Csaba Marton, Nico Blodow and Michael Beetz,
Learning Informative Point Classes for the Acquisition of Object Model Maps,

[C4] Michael Beetz, Freek Stulp, Bernd Radig, Jan Bandouch, Nico Blodow, Mihai Dolha, Andreas Fedrizzi, Dominik Jain, Uli Klank, Ingo Kresse, Alexis Maldonado, Zoltan Marton, Lorenz Mösenlechner, Federico Ruiz, Radu Bogdan Rusu and Moritz Tenorth,
The Assistive Kitchen – A Demonstration Scenario for Cognitive Technical Systems,
IEEE 17th International Symposium on Robot and Human Interactive Communication (RO-MAN), Muenchen, Germany, 1-8, 2008.
[C5] Radu Bogdan Rusu, Jan Bandouch, Zoltan Csaba Marton, Nico Blodow and Michael Beetz,
Action Recognition in Intelligent Environments using Point Cloud Features Extracted from Silhouette Sequences,
*IEEE 17th International Symposium on Robot and Human Interactive Communication (RO-MAN)*, Muenchen, Germany, 2008.

[C6] Radu Bogdan Rusu, Zoltan Csaba Marton, Nico Blodow and Michael Beetz,
Persistent Point Feature Histograms for 3D Point Clouds,

[C7] Radu Bogdan Rusu, Zoltan Csaba Marton, Nico Blodow, Mihai Emanuel Dolha and Michael Beetz,
Functional Object Mapping of Kitchen Environments,

[C8] Radu Bogdan Rusu, Nico Blodow, Zoltan Csaba Marton and Michael Beetz,
Aligning Point Cloud Views using Persistent Feature Histograms,

[C1] Radu Bogdan Rusu, Nico Blodow, Zoltan-Csaba Marton, Alina Soos and Michael Beetz,
Towards 3D Object Maps for Autonomous Household Robots,