Dr. Nico Blodow

List of Publications


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[J1] Zoltan Csaba Marton, Dejan Pangercic, Nico Blodow and Michael Beetz,  
Combined 2D-3D Categorization and Classification for Multimodal Perception Systems,  

[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 Vincze, 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,


