Zahid Riaz  

List of Publications

[C1] Zahid Riaz, Christoph Mayer, Matthias Wimmer, Michael Beetz and Bernd Radig,  
**A Model Based approach for Expression Invariant Face Recognition**,  

[C2] Zahid Riaz, Christoph Mayer, Michael Beetz and Bernd Radig,  
**Facial Expressions Recognition from Image Sequences**,  

[C3] Zahid Riaz, Christoph Mayer, Michael Beetz and Bernd Radig,  
**Model Based Analysis of Face Images for Facial Feature Extraction**,  

[C4] Zahid Riaz, Michael Beetz and Bernd Radig,  
**Image Normalization for Face Recognition using 3D Model**,  

[C5] Zahid Riaz, Christoph Mayer, Michael Beetz and Bernd Radig,  
**3D Model for Face Recognition across Facial Expressions**,  

[C6] Zahid Riaz, Suat Gedikli, Michael Beetz and Bernd Radig,  
**A Unified Features Approach to Human Face Image Analysis and Interpretation**,  

[C7] Zahid Riaz, Christoph Mayer, Saquib Sarfraz, Michael Beetz and Bernd Radig,  
**Multi-Feature Fusion in Advanced Robotics Applications**,  

[C8] M.S. Sarfraz, A. Saeed, M.H. Khan and Zahid Riaz,  
**Bayesian Prior Models for Vehicle Make and Model Recognition**,  

[J1] Matthias Wimmer, Zahid Riaz, Christoph Mayer and Bernd Radig,  
**Recognizing Facial Expressions Using Model-based Image Interpretation**,  

[C1] Christoph Mayer, Matthias Wimmer, Freek Stulp, Zahid Riaz, Anton Roth, Martin Eggers and Bernd Radig,  
**A Real Time System for Model-based Interpretation of the Dynamics of Facial Expressions**,  
*Proc. of the International Conference on Automatic Face and Gesture Recognition (FGR08)*, Amsterdam, Netherlands, September 2008.
Zahid Riaz

List of Publications

[C2] Christoph Mayer, Matthias Wimmer, Freek Stulp, Zahid Riaz, Anton Roth, Martin Eggers and Bernd Radig,
Interpreting the Dynamics of Facial Expressions in Real Time Using Model-based Techniques,

[C3] Zahid Riaz, Christoph Mayer, Matthias Wimmer and Bernd Radig,
Model Based Face Recognition Across Facial Expressions,

[C4] Zahid Riaz, Michael Beetz and Bernd Radig,
Shape Invariant Recognition of Segmented Human Faces using Eigenfaces,