

Ariel Shamir

List of Publications by Year in descending order

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22
papers

3,575
citations

430874

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794594

19
g-index

22
all docs

22
docs citations

22
times ranked

1967
citing authors

#	ARTICLE	IF	CITATIONS
1	Retrieval on Parametric Shape Collections. ACM Transactions on Graphics, 2017, 36, 1-14.	7.2	9
2	Retrieval on Parametric Shape Collections. ACM Transactions on Graphics, 2017, 36, 1.	7.2	29
3	Fab forms. ACM Transactions on Graphics, 2015, 34, 1-12.	7.2	38
4	Boxelization. ACM Transactions on Graphics, 2014, 33, 1-8.	7.2	55
5	Co-hierarchical analysis of shape structures. ACM Transactions on Graphics, 2013, 32, 1-10.	7.2	65
6	Qualitative organization of collections of shapes via quartet analysis. ACM Transactions on Graphics, 2013, 32, 1-10.	7.2	34
7	Digital micrography. ACM Transactions on Graphics, 2011, 30, 1-12.	7.2	30
8	Digital micrography. , 2011, , .		10
9	Relief analysis and extraction. ACM Transactions on Graphics, 2009, 28, 1-9.	7.2	31
10	Relief analysis and extraction. , 2009, , .		3
11	Seam carving for media retargeting. Communications of the ACM, 2009, 52, 77-85.	4.5	90
12	A Part-aware Surface Metric for Shape Analysis. Computer Graphics Forum, 2009, 28, 397-406.	3.0	73
13	Visual media retargeting. , 2009, , .		142
14	Consistent mesh partitioning and skeletonisation using the shape diameter function. Visual Computer, 2008, 24, 249-259.	3.5	452
15	A survey on Mesh Segmentation Techniques. Computer Graphics Forum, 2008, 27, 1539-1556.	3.0	481
16	Improved seam carving for video retargeting. ACM Transactions on Graphics, 2008, 27, 1-9.	7.2	571
17	Seam carving for content-aware image resizing. ACM Transactions on Graphics, 2007, 26, 10.	7.2	984
18	Pose-Oblivious Shape Signature. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 261-271.	4.4	147

#	ARTICLE	IF	CITATIONS
19	On the Fly Curve Skeleton Computation for 3D Shapes. Computer Graphics Forum, 2007, 26, 323-328.	3.0	80
20	Competing Fronts for Coarse to Fine Surface Reconstruction. Computer Graphics Forum, 2006, 25, 389-398.	3.0	57
21	SnapPaste: an interactive technique for easy mesh composition. Visual Computer, 2006, 22, 835-844.	3.5	72
22	Mesh scissoring with minima rule and part salience. Computer Aided Geometric Design, 2005, 22, 444-465.	1.2	122