

Jean-Daniel Boissonnat

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11335099/publications.pdf>

Version: 2024-02-01

17
papers

1,977
citations

932766

10
h-index

996533

15
g-index

17
all docs

17
docs citations

17
times ranked

1029
citing authors

#	ARTICLE	IF	CITATIONS
1	Geometric structures for three-dimensional shape representation. ACM Transactions on Graphics, 1984, 3, 266-286.	4.9	478
2	Shape reconstruction from planar cross sections. Computer Vision, Graphics, and Image Processing, 1988, 44, 1-29.	1.1	369
3	Provably good sampling and meshing of surfaces. Graphical Models, 2005, 67, 405-451.	1.1	267
4	On Computing Four-Finger Equilibrium and Force-Closure Grasps of Polyhedral Objects. International Journal of Robotics Research, 1997, 16, 11-35.	5.8	232
5	Shortest paths of bounded curvature in the plane. Journal of Intelligent and Robotic Systems: Theory and Applications, 1994, 11, 5-20.	2.0	153
6	Smooth surface reconstruction via natural neighbour interpolation of distance functions. Computational Geometry: Theory and Applications, 2002, 22, 185-203.	0.3	132
7	<title>Three-dimensional reconstruction of complex shapes based on the Delaunay triangulation</title>. , 1993, , .		96
8	Applications of random sampling to on-line algorithms in computational geometry. Discrete and Computational Geometry, 1992, 8, 51-71.	0.4	73
9	On the randomized construction of the Delaunay tree. Theoretical Computer Science, 1993, 112, 339-354.	0.5	68
10	Natural neighbor coordinates of points on a surface. Computational Geometry: Theory and Applications, 2001, 19, 155-173.	0.3	55
11	An algorithm for constructing the convex hull of a set of spheres in dimension d. Computational Geometry: Theory and Applications, 1996, 6, 123-130.	0.3	22
12	On-line construction of the upper envelope of triangles and surface patches in three dimensions. Computational Geometry: Theory and Applications, 1996, 5, 303-320.	0.3	10
13	Provably Good 2D Shape Reconstruction from Unorganized Cross-Sections. Computer Graphics Forum, 2008, 27, 1403-1410.	1.8	7
14	Geometric Tomography with Topological Guarantees. Discrete and Computational Geometry, 2013, 50, 821-856.	0.4	6
15	From Segmented Images to Good Quality Meshes Using Delaunay Refinement. Lecture Notes in Computer Science, 2009, , 13-37.	1.0	5
16	Shortest plane paths with bounded derivative of the curvature. Comptes Rendus Mathematique, 1999, 329, 613-618.	0.5	4
17	Randomized Incremental Construction of Delaunay Triangulations of Nice Point Sets. Discrete and Computational Geometry, 2021, 66, 236-268.	0.4	0