

# Jean-Daniel Boissonnat

## List of Publications by Year in descending order

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

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17  
papers

1,977  
citations

933264

10  
h-index

996849

15  
g-index

17  
all docs

17  
docs citations

17  
times ranked

1029  
citing authors

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