

# Shi-Min Hu

## List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

94  
papers

5,519  
citations

33  
h-index

73  
g-index

95  
ext. papers

6,816  
ext. citations

4  
avg, IF

5.93  
L-index

#	Paper	IF	Citations
94	Global Contrast Based Salient Region Detection. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , <b>2015</b> , 37, 569-82	13.3	1460
93	Global contrast based salient region detection <b>2011</b> ,		953
92	Sketch2Photo. <i>ACM Transactions on Graphics</i> , <b>2009</b> , 28, 1-10	7.6	221
91	SalientShape: group saliency in image collections. <i>Visual Computer</i> , <b>2014</b> , 30, 443-453	2.3	189
90	A Shape-Preserving Approach to Image Resizing. <i>Computer Graphics Forum</i> , <b>2009</b> , 28, 1897-1906	2.4	166
89	Geometry and Convergence Analysis of Algorithms for Registration of 3D Shapes. <i>International Journal of Computer Vision</i> , <b>2006</b> , 67, 277-296	10.6	137
88	PCT: Point cloud transformer. <i>Computational Visual Media</i> , <b>2021</b> , 7, 187-199	3.9	125
87	3-Sweep. <i>ACM Transactions on Graphics</i> , <b>2013</b> , 32, 1-10	7.6	92
86	RepFinder. <i>ACM Transactions on Graphics</i> , <b>2010</b> , 29, 1-8	7.6	80
85	Internet visual media processing: a survey with graphics and vision applications. <i>Visual Computer</i> , <b>2013</b> , 29, 393-405	2.3	77
84	Automatic semantic modeling of indoor scenes from low-quality RGB-D data using contextual information. <i>ACM Transactions on Graphics</i> , <b>2014</b> , 33, 1-12	7.6	76
83	Robust feature classification and editing. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2007</b> , 13, 34-45	4	73
82	Rapid and effective segmentation of 3D models using random walks. <i>Computer Aided Geometric Design</i> , <b>2009</b> , 26, 665-679	1.2	72
81	Attention mechanisms in computer vision: A survey. <i>Computational Visual Media</i> , 1	3.9	72
80	Efficient affinity-based edit propagation using K-D tree. <i>ACM Transactions on Graphics</i> , <b>2009</b> , 28, 1-6	7.6	71
79	Fast mesh segmentation using random walks <b>2008</b> ,		71
78	Shrinkability Maps for Content-Aware Video Resizing. <i>Computer Graphics Forum</i> , <b>2008</b> , 27, 1797-1804	2.4	68

77	Vectorizing cartoon animations. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2009</b> , 15, 618-629	4.4	60
76	Popup. <i>ACM Transactions on Graphics</i> , <b>2010</b> , 29, 1-9	7.6	56
75	Instant Propagation of Sparse Edits on Images and Videos. <i>Computer Graphics Forum</i> , <b>2010</b> , 29, 2049-2054	4.4	54
74	Properties of two types of generalized ball curves. <i>CAD Computer Aided Design</i> , <b>1996</b> , 28, 125-133	2.9	52
73	Automatic and topology-preserving gradient mesh generation for image vectorization. <i>ACM Transactions on Graphics</i> , <b>2009</b> , 28, 1-8	7.6	51
72	3D indoor scene modeling from RGB-D data: a survey. <i>Computational Visual Media</i> , <b>2015</b> , 1, 267-278	3.9	50
71	Principal curvatures from the integral invariant viewpoint. <i>Computer Aided Geometric Design</i> , <b>2007</b> , 24, 428-442	1.2	46
70	Topology repair of solid models using skeletons. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2007</b> , 13, 675-85	4	46
69	Shape deformation using a skeleton to drive simplex transformations. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2008</b> , 14, 693-706	4	45
68	Fisheye video correction. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2012</b> , 18, 1771-83	4	43
67	Video completion using tracking and fragment merging. <i>Visual Computer</i> , <b>2005</b> , 21, 601-610	2.3	41
66	A new watermarking method for 3D models based on integral invariants. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2009</b> , 15, 285-94	4	40
65	Anisotropic spherical Gaussians. <i>ACM Transactions on Graphics</i> , <b>2013</b> , 32, 1-11	7.6	39
64	Mixed-domain edge-aware image manipulation. <i>IEEE Transactions on Image Processing</i> , <b>2013</b> , 22, 1915-28.7	5.7	34
63	Feature sensitive mesh segmentation <b>2006</b> ,		34
62	Generalized Discrete Ricci Flow. <i>Computer Graphics Forum</i> , <b>2009</b> , 28, 2005-2014	2.4	33
61	HFS: Hierarchical Feature Selection for Efficient Image Segmentation. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 867-882	0.9	30
60	Associating Inter-image Salient Instances for Weakly Supervised Semantic Segmentation. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 371-388	0.9	30

59	Data-Driven Object Manipulation in Images. <i>Computer Graphics Forum</i> , <b>2012</b> , 31, 265-274	2.4	29
58	Approximate merging of B-spline curves via knot adjustment and constrained optimization. <i>CAD Computer Aided Design</i> , <b>2003</b> , 35, 893-899	2.9	29
57	. <i>IEEE Transactions on Multimedia</i> , <b>2011</b> , 13, 1286-1294	6.6	28
56	Optimal surface parameterization using inverse curvature map. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2008</b> , 14, 1054-66	4	28
55	Changing perspective in stereoscopic images. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2013</b> , 19, 1288-97	4	27
54	PatchNet. <i>ACM Transactions on Graphics</i> , <b>2013</b> , 32, 1-12	7.6	26
53	Visual storylines: Semantic visualization of movie sequence. <i>Computers and Graphics</i> , <b>2012</b> , 36, 241-249	1.8	24
52	A Data-Driven Approach to Realistic Shape Morphing. <i>Computer Graphics Forum</i> , <b>2013</b> , 32, 449-457	2.4	24
51	Spherical piecewise constant basis functions for all-frequency precomputed radiance transfer. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2008</b> , 14, 454-67	4	24
50	Real-time homogenous translucent material editing. <i>Computer Graphics Forum</i> , <b>2007</b> , 26, 545-552	2.4	24
49	Faithful Completion of Images of Scenic Landmarks Using Internet Images. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2016</b> , 22, 1945-58	4	22
48	Editing the topology of 3D models by sketching. <i>ACM Transactions on Graphics</i> , <b>2007</b> , 26, 42	7.6	22
47	A practical algorithm for rendering interreflections with all-frequency BRDFs. <i>ACM Transactions on Graphics</i> , <b>2014</b> , 33, 1-16	7.6	22
46	Change blindness images. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2013</b> , 19, 1808-19	4	21
45	BiggerPicture. <i>ACM Transactions on Graphics</i> , <b>2014</b> , 33, 1-13	7.6	20
44	Edit Propagation on Bidirectional Texture Functions. <i>Computer Graphics Forum</i> , <b>2009</b> , 28, 1871-1877	2.4	20
43	Timeline editing of objects in video. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2013</b> , 19, 1218-27	4	19
42	Fast degree elevation and knot insertion for B-spline curves. <i>Computer Aided Geometric Design</i> , <b>2005</b> , 22, 183-197	1.2	19

41	A Comparative Study of Algorithms for Realtime Panoramic Video Blending. <i>IEEE Transactions on Image Processing</i> , <b>2018</b> , 27, 2952-2965	8.7	18
40	PhotoRecomposer: Interactive Photo Recomposition by Cropping. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2018</b> , 24, 2728-2742	4	16
39	Robust background identification for dynamic video editing. <i>ACM Transactions on Graphics</i> , <b>2016</b> , 35, 1-12	7.6	16
38	Stereoscopic image completion and depth recovery. <i>Visual Computer</i> , <b>2014</b> , 30, 833-843	2.3	16
37	Inverse image editing. <i>ACM Transactions on Graphics</i> , <b>2013</b> , 32, 1-11	7.6	16
36	3D Morphing Using Strain Field Interpolation. <i>Journal of Computer Science and Technology</i> , <b>2007</b> , 22, 147-155	1.7	16
35	Degree reduction of B-spline curves. <i>Computer Aided Geometric Design</i> , <b>2001</b> , 18, 117-127	1.2	15
34	S4Net: Single stage salient-instance segmentation. <i>Computational Visual Media</i> , <b>2020</b> , 6, 191-204	3.9	14
33	Interactive hair rendering and appearance editing under environment lighting. <i>ACM Transactions on Graphics</i> , <b>2011</b> , 30, 1-10	7.6	14
32	Morphing based on strain field interpolation. <i>Computer Animation and Virtual Worlds</i> , <b>2004</b> , 15, 443-452	0.9	11
31	A response time model for abrupt changes in binocular disparity. <i>Visual Computer</i> , <b>2015</b> , 31, 675-687	2.3	10
30	Hyper-Lapse From Multiple Spatially-Overlapping Videos. <i>IEEE Transactions on Image Processing</i> , <b>2018</b> , 27, 1735-1747	8.7	10
29	Hidden images <b>2011</b> ,		10
28	Learning to Reconstruct High-Quality 3D Shapes with Cascaded Fully Convolutional Networks. <i>Lecture Notes in Computer Science</i> , <b>2018</b> , 626-643	0.9	10
27	ImageAdmixture: Putting Together Dissimilar Objects from Groups. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2012</b> , 18, 1849-57	4	9
26	Parametric meta-filter modeling from a single example pair. <i>Visual Computer</i> , <b>2014</b> , 30, 673-684	2.3	8
25	Popup <b>2010</b> ,		8
24	Panorama completion for street views. <i>Computational Visual Media</i> , <b>2015</b> , 1, 49-57	3.9	7

23	Interactive hair rendering and appearance editing under environment lighting <b>2011</b> ,		7
22	High-Quality Textured 3D Shape Reconstruction with Cascaded Fully Convolutional Networks. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2021</b> , 27, 83-97	4	7
21	Efficient synthesis of gradient solid textures. <i>Graphical Models</i> , <b>2013</b> , 75, 104-117	0.9	6
20	Shallow2Deep: Indoor scene modeling by single image understanding. <i>Pattern Recognition</i> , <b>2020</b> , 103, 107271	7.7	5
19	Structure Aware Visual Cryptography. <i>Computer Graphics Forum</i> , <b>2014</b> , 33, 141-150	2.4	5
18	Extracting 3D objects from photographs using 3-sweep. <i>Communications of the ACM</i> , <b>2016</b> , 59, 121-129	2.5	5
17	Subdivision-based Mesh Convolution Networks. <i>ACM Transactions on Graphics</i> , <b>2022</b> , 41, 1-16	7.6	5
16	Interactive Image-Guided Modeling of Extruded Shapes. <i>Computer Graphics Forum</i> , <b>2014</b> , 33, 101-110	2.4	4
15	Noise-Resilient Reconstruction of Panoramas and 3D Scenes Using Robot-Mounted Unsynchronized Commodity RGB-D Cameras. <i>ACM Transactions on Graphics</i> , <b>2020</b> , 39, 1-15	7.6	4
14	A Metric for Video Blending Quality Assessment. <i>IEEE Transactions on Image Processing</i> , <b>2019</b> ,	8.7	4
13	Avoiding bleeding in image blending <b>2017</b> ,		3
12	Runtime Checking for Paired Functions in Device Drivers <b>2014</b> ,		3
11	ISRA-Based Grouping: A Disk Reorganization Approach for Disk Energy Conservation and Disk Performance Enhancement. <i>IEEE Transactions on Computers</i> , <b>2011</b> , 60, 292-304	2.5	3
10	Robust principal curvatures using feature adapted integral invariants <b>2009</b> ,		3
9	Harmonic Field Based Volume Model Construction from Triangle Soup. <i>Journal of Computer Science and Technology</i> , <b>2010</b> , 25, 562-571	1.7	3
8	Can attention enable MLPs to catch up with CNNs?. <i>Computational Visual Media</i> , <b>2021</b> , 7, 283-288	3.9	3
7	BP-Miner: Mining Paired Functions from the Binary Code of Drivers for Error Handling <b>2014</b> ,		2
6	Saliency-aware Real-time Volumetric Fusion for Object Reconstruction. <i>Computer Graphics Forum</i> , <b>2017</b> , 36, 167-174	2.4	1

5	Pairminer: mining for paired functions in Kernel extensions <b>2015</b> ,		1
4	Automated resource release in device drivers <b>2015</b> ,		1
3	Complete Runtime Tracing for Device Drivers Based on LLVM <b>2015</b> ,		1
2	Prominent Structures for Video Analysis and Editing. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2021</b> , 27, 3305-3317	4	1
1	LinkNet: 2D-3D linked multi-modal network for online semantic segmentation of RGB-D videos. <i>Computers and Graphics</i> , <b>2021</b> , 98, 37-47	1.8	1