

# Shi-Min Hu

## List of Publications by Year in Descending Order

**Source:** <https://exaly.com/author-pdf/11355880/shi-min-hu-publications-by-year.pdf>

**Version:** 2024-04-28

This document has been generated based on the publications and citations recorded by exaly.com. For the latest version of this publication list, visit the link given above.

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	Subdivision-based Mesh Convolution Networks. <i>ACM Transactions on Graphics</i> , <b>2022</b> , 41, 1-16	7.6	5
93	PCT: Point cloud transformer. <i>Computational Visual Media</i> , <b>2021</b> , 7, 187-199	3.9	125
92	Can attention enable MLPs to catch up with CNNs?. <i>Computational Visual Media</i> , <b>2021</b> , 7, 283-288	3.9	3
91	Prominent Structures for Video Analysis and Editing. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2021</b> , 27, 3305-3317	4	1
90	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
89	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
88	S4Net: Single stage salient-instance segmentation. <i>Computational Visual Media</i> , <b>2020</b> , 6, 191-204	3.9	14
87	Shallow2Deep: Indoor scene modeling by single image understanding. <i>Pattern Recognition</i> , <b>2020</b> , 103, 107271	7.7	5
86	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
85	A Metric for Video Blending Quality Assessment. <i>IEEE Transactions on Image Processing</i> , <b>2019</b> ,	8.7	4
84	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
83	Hyper-Lapse From Multiple Spatially-Overlapping Videos. <i>IEEE Transactions on Image Processing</i> , <b>2018</b> , 27, 1735-1747	8.7	10
82	PhotoRecomposer: Interactive Photo Recomposition by Cropping. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2018</b> , 24, 2728-2742	4	16
81	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
80	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
79	Saliency-aware Real-time Volumetric Fusion for Object Reconstruction. <i>Computer Graphics Forum</i> , <b>2017</b> , 36, 167-174	2.4	1
78	Avoiding bleeding in image blending <b>2017</b> ,		3

77	HFS: Hierarchical Feature Selection for Efficient Image Segmentation. <i>Lecture Notes in Computer Science</i> , <b>2016</b> , 867-882	0.9	30
76	Robust background identification for dynamic video editing. <i>ACM Transactions on Graphics</i> , <b>2016</b> , 35, 1-12	7.6	16
75	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
74	Extracting 3D objects from photographs using 3-sweep. <i>Communications of the ACM</i> , <b>2016</b> , 59, 121-129	2.5	5
73	Pairminer: mining for paired functions in Kernel extensions <b>2015</b> ,		1
72	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
71	A response time model for abrupt changes in binocular disparity. <i>Visual Computer</i> , <b>2015</b> , 31, 675-687	2.3	10
70	Panorama completion for street views. <i>Computational Visual Media</i> , <b>2015</b> , 1, 49-57	3.9	7
69	Automated resource release in device drivers <b>2015</b> ,		1
68	Complete Runtime Tracing for Device Drivers Based on LLVM <b>2015</b> ,		1
67	3D indoor scene modeling from RGB-D data: a survey. <i>Computational Visual Media</i> , <b>2015</b> , 1, 267-278	3.9	50
66	SalientShape: group saliency in image collections. <i>Visual Computer</i> , <b>2014</b> , 30, 443-453	2.3	189
65	Stereoscopic image completion and depth recovery. <i>Visual Computer</i> , <b>2014</b> , 30, 833-843	2.3	16
64	Parametric meta-filter modeling from a single example pair. <i>Visual Computer</i> , <b>2014</b> , 30, 673-684	2.3	8
63	BP-Miner: Mining Paired Functions from the Binary Code of Drivers for Error Handling <b>2014</b> ,		2
62	Interactive Image-Guided Modeling of Extruded Shapes. <i>Computer Graphics Forum</i> , <b>2014</b> , 33, 101-110	2.4	4
61	BiggerPicture. <i>ACM Transactions on Graphics</i> , <b>2014</b> , 33, 1-13	7.6	20
60	Runtime Checking for Paired Functions in Device Drivers <b>2014</b> ,		3

59	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
58	Structure Aware Visual Cryptography. <i>Computer Graphics Forum</i> , <b>2014</b> , 33, 141-150	2.4	5
57	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
56	Internet visual media processing: a survey with graphics and vision applications. <i>Visual Computer</i> , <b>2013</b> , 29, 393-405	2.3	77
55	Efficient synthesis of gradient solid textures. <i>Graphical Models</i> , <b>2013</b> , 75, 104-117	0.9	6
54	Changing perspective in stereoscopic images. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2013</b> , 19, 1288-97	4	27
53	Change blindness images. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2013</b> , 19, 1808-19	4	21
52	Mixed-domain edge-aware image manipulation. <i>IEEE Transactions on Image Processing</i> , <b>2013</b> , 22, 1915-25.7	5.7	34
51	Timeline editing of objects in video. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2013</b> , 19, 1218-27	4	19
50	Inverse image editing. <i>ACM Transactions on Graphics</i> , <b>2013</b> , 32, 1-11	7.6	16
49	3-Sweep. <i>ACM Transactions on Graphics</i> , <b>2013</b> , 32, 1-10	7.6	92
48	PatchNet. <i>ACM Transactions on Graphics</i> , <b>2013</b> , 32, 1-12	7.6	26
47	Anisotropic spherical Gaussians. <i>ACM Transactions on Graphics</i> , <b>2013</b> , 32, 1-11	7.6	39
46	A Data-Driven Approach to Realistic Shape Morphing. <i>Computer Graphics Forum</i> , <b>2013</b> , 32, 449-457	2.4	24
45	Data-Driven Object Manipulation in Images. <i>Computer Graphics Forum</i> , <b>2012</b> , 31, 265-274	2.4	29
44	Fisheye video correction. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2012</b> , 18, 1771-83	4	43
43	Visual storylines: Semantic visualization of movie sequence. <i>Computers and Graphics</i> , <b>2012</b> , 36, 241-249	1.8	24
42	ImageAdmixture: Putting Together Dissimilar Objects From Groups. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2012</b> , 18, 1849-57	4	9

41	. <i>IEEE Transactions on Multimedia</i> , <b>2011</b> , 13, 1286-1294	6.6	28
40	Global contrast based salient region detection <b>2011</b> ,		953
39	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
38	Interactive hair rendering and appearance editing under environment lighting. <i>ACM Transactions on Graphics</i> , <b>2011</b> , 30, 1-10	7.6	14
37	Hidden images <b>2011</b> ,		10
36	Interactive hair rendering and appearance editing under environment lighting <b>2011</b> ,		7
35	Instant Propagation of Sparse Edits on Images and Videos. <i>Computer Graphics Forum</i> , <b>2010</b> , 29, 2049-2054	4.4	54
34	RepFinder. <i>ACM Transactions on Graphics</i> , <b>2010</b> , 29, 1-8	7.6	80
33	Popup. <i>ACM Transactions on Graphics</i> , <b>2010</b> , 29, 1-9	7.6	56
32	Popup <b>2010</b> ,		8
31	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
30	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
29	Efficient affinity-based edit propagation using K-D tree. <i>ACM Transactions on Graphics</i> , <b>2009</b> , 28, 1-6	7.6	71
28	Sketch2Photo. <i>ACM Transactions on Graphics</i> , <b>2009</b> , 28, 1-10	7.6	221
27	Robust principal curvatures using feature adapted integral invariants <b>2009</b> ,		3
26	Edit Propagation on Bidirectional Texture Functions. <i>Computer Graphics Forum</i> , <b>2009</b> , 28, 1871-1877	2.4	20
25	A Shape-Preserving Approach to Image Resizing. <i>Computer Graphics Forum</i> , <b>2009</b> , 28, 1897-1906	2.4	166
24	Generalized Discrete Ricci Flow. <i>Computer Graphics Forum</i> , <b>2009</b> , 28, 2005-2014	2.4	33

23	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
22	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
21	Vectorizing cartoon animations. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2009</b> , 15, 618-29	60	
20	Shrinkability Maps for Content-Aware Video Resizing. <i>Computer Graphics Forum</i> , <b>2008</b> , 27, 1797-1804	2.4	68
19	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
18	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
17	Optimal surface parameterization using inverse curvature map. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2008</b> , 14, 1054-66	4	28
16	Fast mesh segmentation using random walks <b>2008</b> ,		71
15	Principal curvatures from the integral invariant viewpoint. <i>Computer Aided Geometric Design</i> , <b>2007</b> , 24, 428-442	1.2	46
14	Real-time homogenous translucent material editing. <i>Computer Graphics Forum</i> , <b>2007</b> , 26, 545-552	2.4	24
13	3D Morphing Using Strain Field Interpolation. <i>Journal of Computer Science and Technology</i> , <b>2007</b> , 22, 147-155	1.7	16
12	Editing the topology of 3D models by sketching. <i>ACM Transactions on Graphics</i> , <b>2007</b> , 26, 42	7.6	22
11	Topology repair of solid models using skeletons. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2007</b> , 13, 675-85	4	46
10	Robust feature classification and editing. <i>IEEE Transactions on Visualization and Computer Graphics</i> , <b>2007</b> , 13, 34-45	4	73
9	Feature sensitive mesh segmentation <b>2006</b> ,		34
8	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
7	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
6	Video completion using tracking and fragment merging. <i>Visual Computer</i> , <b>2005</b> , 21, 601-610	2.3	41

5	Morphing based on strain field interpolation. <i>Computer Animation and Virtual Worlds</i> , <b>2004</b> , 15, 443-452	0.9	11
4	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
3	Degree reduction of B-spline curves. <i>Computer Aided Geometric Design</i> , <b>2001</b> , 18, 117-127	1.2	15
2	Properties of two types of generalized ball curves. <i>CAD Computer Aided Design</i> , <b>1996</b> , 28, 125-133	2.9	52
1	Attention mechanisms in computer vision: A survey. <i>Computational Visual Media</i> , 1	3.9	72