

Daniele Panozzo

List of Publications by Year in descending order

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Version: 2024-02-01

30
papers

1,425
citations

361413

20
h-index

526287

27
g-index

30
all docs

30
docs citations

30
times ranked

643
citing authors

#	ARTICLE	IF	CITATIONS
1	Instant field-aligned meshes. ACM Transactions on Graphics, 2015, 34, 1-15.	7.2	203
2	Locally Injective Mappings. Computer Graphics Forum, 2013, 32, 125-135.	3.0	110
3	Scalable Locally Injective Mappings. ACM Transactions on Graphics, 2017, 36, 1-16.	7.2	97
4	Directional Field Synthesis, Design, and Processing. Computer Graphics Forum, 2016, 35, 545-572.	3.0	92
5	Practical quad mesh simplification. Computer Graphics Forum, 2010, 29, 407-418.	3.0	87
6	Frame fields. ACM Transactions on Graphics, 2014, 33, 1-11.	7.2	74
7	Scalable Locally Injective Mappings. ACM Transactions on Graphics, 2017, 36, 1.	7.2	71
8	Designing unreinforced masonry models. ACM Transactions on Graphics, 2013, 32, 1-12.	7.2	70
9	Simple quad domains for field aligned mesh parametrization. ACM Transactions on Graphics, 2011, 30, 1-12.	7.2	68
10	Designing \mathbb{N} -PolyVector Fields with Complex Polynomials. Computer Graphics Forum, 2014, 33, 1-11.	3.0	65
11	Simplicial complex augmentation framework for bijective maps. ACM Transactions on Graphics, 2017, 36, 1-9.	7.2	60
12	Integrable PolyVector fields. ACM Transactions on Graphics, 2015, 34, 1-12.	7.2	59
13	Sketch-based generation and editing of quad meshes. ACM Transactions on Graphics, 2013, 32, 1-8.	7.2	47
14	Interference-aware geometric modeling. ACM Transactions on Graphics, 2011, 30, 1-10.	7.2	43
15	Fields on symmetric surfaces. ACM Transactions on Graphics, 2012, 31, 1-12.	7.2	38
16	Stitch meshing. ACM Transactions on Graphics, 2018, 37, 1-14.	7.2	33
17	Progressive embedding. ACM Transactions on Graphics, 2019, 38, 1-13.	7.2	31
18	Robust structure simplification for hex re-meshing. ACM Transactions on Graphics, 2017, 36, 1-13.	7.2	29

#	ARTICLE	IF	CITATIONS
19	Axis-Aligned Height-Field Block Decomposition of 3D Shapes. ACM Transactions on Graphics, 2018, 37, 1-15.	7.2	29
20	Feature Preserving Octree-Based Hexahedral Meshing. Computer Graphics Forum, 2019, 38, 135-149.	3.0	24
21	Automatic Construction of Quad-Based Subdivision Surfaces Using Fitmaps. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1510-1520.	4.4	22
22	Directional field synthesis, design, and processing. , 2017, , .		17
23	Animation-Aware Quadrangulation. Computer Graphics Forum, 2013, 32, 167-175.	3.0	15
24	Consistent Volumetric Discretizations Inside Self-Intersecting Surfaces. Computer Graphics Forum, 2013, 32, 147-156.	3.0	14
25	Content-aware surface parameterization for interactive restoration of historical documents. Computer Graphics Forum, 2014, 33, 401-409.	3.0	13
26	T-junctions in Spline Surfaces. ACM Transactions on Graphics, 2017, 36, 1-9.	7.2	7
27	Implicit Hierarchical Quad-Dominant Meshes. Computer Graphics Forum, 2011, 30, 1617-1629.	3.0	4
28	Unwind: Interactive Fish Straightening. , 2020, , .		2
29	Demystifying Quadrilateral Remeshing. IEEE Computer Graphics and Applications, 2015, 35, 88-95.	1.2	1
30	Fabrication-Aware Geometry. Mathematics for Industry, 2016, , 35-39.	0.4	0