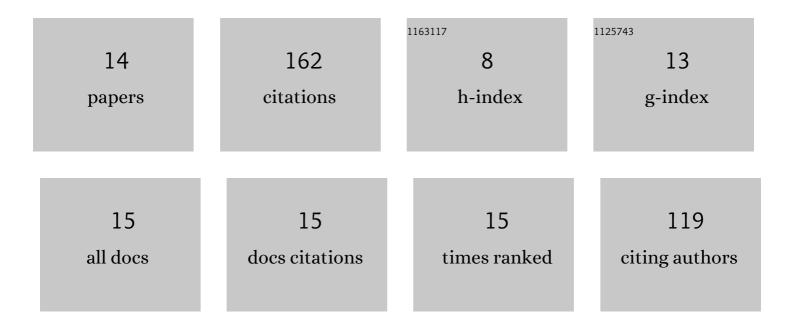
## Georges-Pierre Bonneau

List of Publications by Year in descending order

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| #  | Article   | IF  | CITATIONS |
|----|---|-----|-----------|
| 1  | Triangular G1 interpolation by 4-splitting domain triangles. Computer Aided Geometric Design, 2000, 17, 731-757.                                | 1.2 | 38        |
| 2  | Volume Preservation of Multiresolution Meshes. Computer Graphics Forum, 2007, 26, 275-283.  | 3.0 | 22        |
| 3  | Area preserving deformation of multiresolution curves. Computer Aided Geometric Design, 2005, 22, 349-367.                                      | 1.2 | 17        |
| 4  | Flexible G1 interpolation of quad meshes. Graphical Models, 2014, 76, 669-681.  | 2.4 | 16        |
| 5  | Length Preserving Multiresolution Editing of Curves. Computing (Vienna/New York), 2004, 72, 161-170.  | 4.8 | 12        |
| 6  | Detail preserving deformation of B-spline surfaces with volume constraint. Computer Aided Geometric Design, 2008, 25, 678-696.                  | 1.2 | 12        |
| 7  | Topology-preserving simplification of 2D nonmanifold meshes with embedded structures. Visual Computer, 2005, 21, 679-688.                       | 3.5 | 10        |
| 8  | Surfacing curve networks with normal control. Computers and Graphics, 2016, 60, 1-8.  | 2.5 | 9         |
| 9  | Shape from sensors: Curve networks on surfaces from 3D orientations. Computers and Graphics, 2017, 66, 74-84.                                   | 2.5 | 9         |
| 10 | Link Conditions for Simplifying Meshes with Embedded Structures. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1007-1019. | 4.4 | 6         |
| 11 | Multiresolution Analysis. Mathematics and Visualization, 2008, , 83-114.  | 0.6 | 6         |
| 12 | Bicubic G1 Interpolation of Irregular Quad Meshes Using a 4-Split. , 2008, , 17-32.   |     | 2         |
| 13 | Substructure Topology Preserving Simplification of Tetrahedral Meshes. Mathematics and Visualization, 2011, , 55-66.                            | 0.6 | 2         |
| 14 | Morphorider: Acquisition and reconstruction of 3D curves with mobile sensors. , 2017, , .   |     | 0         |