Georges-Pierre Bonneau

List of Publications by Year
in descending order

		1163117	1125743
14 papers	162 citations	8 h-index	13 g-index
15 all docs	15 docs citations	15 times ranked	119 citing authors

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