

Hugues Hoppe

List of Publications by Year in descending order

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Version: 2024-02-01

18
papers

8,187
citations

687220

13
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1125617

13
g-index

18
all docs

18
docs citations

18
times ranked

4586
citing authors

#	ARTICLE	IF	CITATIONS
1	Poisson Surface Reconstruction with Envelope Constraints. Computer Graphics Forum, 2020, 39, 173-182.	1.8	43
2	An Adaptive Multi-Grid Solver for Applications in Computer Graphics. Computer Graphics Forum, 2019, 38, 138-150.	1.8	15
3	Montage4D. , 2018, , .		37
4	High-quality streamable free-viewpoint video. ACM Transactions on Graphics, 2015, 34, 1-13.	4.9	371
5	Errata for GPU-Efficient Recursive Filtering and Summed-Area Tables. ACM Transactions on Graphics, 2014, 33, 1-1.	4.9	843
6	Screened poisson surface reconstruction. ACM Transactions on Graphics, 2013, 32, 1-13.	4.9	1,333
7	A Subdivision-Based Representation for Vector Image Editing. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1858-1867.	2.9	40
8	Seamless Montage for Texturing Models. Computer Graphics Forum, 2010, 29, 479-486.	1.8	106
9	Distributed gradient-domain processing of planar and spherical images. ACM Transactions on Graphics, 2010, 29, 1-11.	4.9	25
10	Random-access rendering of general vector graphics. ACM Transactions on Graphics, 2008, 27, 1-10.	4.9	37
11	Inter-surface mapping. ACM Transactions on Graphics, 2004, 23, 870-877.	4.9	195
12	Geometry images. ACM Transactions on Graphics, 2002, 21, 355-361.	4.9	298
13	Efficient implementation of progressive meshes. Computers and Graphics, 1998, 22, 27-36.	1.4	173
14	View-dependent refinement of progressive meshes. , 1997, , .		562
15	Progressive meshes. , 1996, , .		1,935
16	Piecewise smooth surface reconstruction. , 1994, , .		422
17	Mesh optimization. , 1993, , .		835
18	Surface reconstruction from unorganized points. Computer Graphics, 1992, 26, 71-78.	0.1	917