

Alla Sheffer

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11882354/publications.pdf>

Version: 2024-02-01

26
papers

1,760
citations

361413

20
h-index

580821

25
g-index

26
all docs

26
docs citations

26
times ranked

969
citing authors

#	ARTICLE	IF	CITATIONS
1	ABF++: fast and robust angle based flattening. ACM Transactions on Graphics, 2005, 24, 311-330.	7.2	276
2	Virtual Garments: A Fully Geometric Approach for Clothing Design. Computer Graphics Forum, 2006, 25, 625-634.	3.0	152
3	D-Charts: Quasi-Developable Mesh Segmentation. Computer Graphics Forum, 2005, 24, 581-590.	3.0	133
4	Curved folding. ACM Transactions on Graphics, 2008, 27, 1-9.	7.2	131
5	Markerless garment capture. ACM Transactions on Graphics, 2008, 27, 1-9.	7.2	126
6	Allâ€Hex Mesh Generation via Volumetric PolyCube Deformation. Computer Graphics Forum, 2011, 30, 1407-1416.	3.0	110
7	Design preserving garment transfer. ACM Transactions on Graphics, 2012, 31, 1-11.	7.2	89
8	PolyCut. ACM Transactions on Graphics, 2013, 32, 1-12.	7.2	81
9	Abstraction of man-made shapes. ACM Transactions on Graphics, 2009, 28, 1-10.	7.2	80
10	Animation wrinkling. ACM Transactions on Graphics, 2010, 29, 1-8.	7.2	73
11	Physics-driven pattern adjustment for direct 3D garment editing. ACM Transactions on Graphics, 2016, 35, 1-11.	7.2	66
12	A Hybrid Conditional Random Field for Estimating the Underlying Ground Surface From Airborne LiDAR Data. IEEE Transactions on Geoscience and Remote Sensing, 2009, 47, 2913-2922.	6.3	53
13	Visibility of noisy point cloud data. Computers and Graphics, 2010, 34, 219-230.	2.5	53
14	Context-aware garment modeling from sketches. Computers and Graphics, 2011, 35, 604-613.	2.5	52
15	VIRTUAL TOPOLOGY OPERATORS FOR MESHING. International Journal of Computational Geometry and Applications, 2000, 10, 309-331.	0.5	47
16	BendSketch. ACM Transactions on Graphics, 2017, 36, 1-14.	7.2	47
17	OptCuts. ACM Transactions on Graphics, 2018, 37, 1-13.	7.2	33
18	Foldsketch. ACM Transactions on Graphics, 2018, 37, 1-13.	7.2	31

#	ARTICLE	IF	CITATIONS
19	<i>LoopyCuts</i> . ACM Transactions on Graphics, 2020, 39, .	7.2	31
20	PITCHING TENTS IN SPACE-TIME: MESH GENERATION FOR DISCONTINUOUS GALERKIN METHOD. International Journal of Foundations of Computer Science, 2002, 13, 201-221.	1.1	28
21	Box cutter. ACM Transactions on Graphics, 2018, 37, 1-13.	7.2	16
22	Efficient Adaptive Meshing of Parametric Models. Journal of Computing and Information Science in Engineering, 2001, 1, 366-375.	2.7	14
23	VIRTUAL WOODWORK: MAKING TOYS FROM GEOMETRIC MODELS. International Journal of Shape Modeling, 2004, 10, 1-29.	0.2	14
24	Hexahedral meshing of non-linear volumes using Voronoi faces and edges. International Journal for Numerical Methods in Engineering, 2000, 49, 329-351.	2.8	11
25	Point set silhouettes via local reconstruction. Computers and Graphics, 2011, 35, 500-509.	2.5	8
26	Deforestation: Extracting 3D Bare-Earth Surface from Airborne LiDAR Data. , 2008, , .		5