Alla Sheffer

List of Publications by Year
in descending order

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	*LoopyCuts*. ACM Transactions on Graphics, 2020, 39, .	7.2	31
2	Foldsketch. ACM Transactions on Graphics, 2018, 37, 1-13.	7.2	31
3	OptCuts. ACM Transactions on Graphics, 2018, 37, 1-13.	7.2	33
4	Box cutter. ACM Transactions on Graphics, 2018, 37, 1-13.	7.2	16
5	BendSketch. ACM Transactions on Graphics, 2017, 36, 1-14.	7.2	47
6	Physics-driven pattern adjustment for direct 3D garment editing. ACM Transactions on Graphics, 2016, 35, 1-11.	7.2	66
7	PolyCut. ACM Transactions on Graphics, 2013, 32, 1-12.	7.2	81
8	Design preserving garment transfer. ACM Transactions on Graphics, 2012, 31, 1-11.	7.2	89
9	Allâ€Hex Mesh Generation via Volumetric PolyCube Deformation. Computer Graphics Forum, 2011, 30, 1407-1416.	3.0	110
10	Context-aware garment modeling from sketches. Computers and Graphics, 2011, 35, 604-613.	2.5	52
11	Point set silhouettes via local reconstruction. Computers and Graphics, 2011, 35, 500-509.	2.5	8
12	Visibility of noisy point cloud data. Computers and Graphics, 2010, 34, 219-230.	2.5	53
13	Animation wrinkling. ACM Transactions on Graphics, 2010, 29, 1-8.	7.2	73
14	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
15	Abstraction of man-made shapes. ACM Transactions on Graphics, 2009, 28, 1-10.	7.2	80
16	Deforestation: Extracting 3D Bare-Earth Surface from Airborne LiDAR Data. , 2008, , .		5
17	Curved folding. ACM Transactions on Graphics, 2008, 27, 1-9.	7.2	131
18	Markerless garment capture. ACM Transactions on Graphics, 2008, 27, 1-9.	7.2	126

#	Article	IF	Citations
19	Virtual Garments: A Fully Geometric Approach for Clothing Design. Computer Graphics Forum, 2006, 25, 625-634.	3.0	152
20	D-Charts: Quasi-Developable Mesh Segmentation. Computer Graphics Forum, 2005, 24, 581-590.	3.0	133
21	ABF++: fast and robust angle based flattening. ACM Transactions on Graphics, 2005, 24, 311-330.	7.2	276
22	VIRTUAL WOODWORK: MAKING TOYS FROM GEOMETRIC MODELS. International Journal of Shape Modeling, 2004, 10, 1-29.	0.2	14
23	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
24	Efficient Adaptive Meshing of Parametric Models. Journal of Computing and Information Science in Engineering, 2001, 1, 366-375.	2.7	14
25	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
26	VIRTUAL TOPOLOGY OPERATORS FOR MESHING. International Journal of Computational Geometry and Applications, 2000, 10, 309-331.	0.5	47