

Chiew-Lan Tai

List of Publications by Year in descending order

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35
papers

1,525
citations

361413

20
h-index

526287

27
g-index

35
all docs

35
docs citations

35
times ranked

934
citing authors

#	ARTICLE	IF	CITATIONS
1	Skeleton extraction by mesh contraction. ACM Transactions on Graphics, 2008, 27, 1-10.	7.2	332
2	MoXi. ACM Transactions on Graphics, 2005, 24, 504-511.	7.2	140
3	Dual Laplacian editing for meshes. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 386-395.	4.4	93
4	Real-Time Painting with an Expressive Virtual Chinese Brush. IEEE Computer Graphics and Applications, 2004, 24, 76-85.	1.2	90
5	An object-oriented progressive-simplification-based vectorization system for engineering drawings: model, algorithm, and performance. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2002, 24, 1048-1060.	13.9	76
6	Direct manipulation of FFD: efficient explicit solutions and decomposable multiple point constraints. Visual Computer, 2001, 17, 370-379.	3.5	67
7	Component-wise Controllers for Structure-preserving Shape Manipulation. Computer Graphics Forum, 2011, 30, 563-572.	3.0	67
8	Prototype Modeling from Sketched Silhouettes based on Convolution Surfaces. Computer Graphics Forum, 2004, 23, 71-83.	3.0	66
9	Electors Voting for Fast Automatic Shape Correspondence. Computer Graphics Forum, 2010, 29, 645-654.	3.0	56
10	A new recognition model for electronic architectural drawings. CAD Computer Aided Design, 2005, 37, 1053-1069.	2.7	53
11	Handle-aware isolines for scalable shape editing. ACM Transactions on Graphics, 2007, 26, 83.	7.2	46
12	Mesh Decomposition with Cross-Boundary Brushes. Computer Graphics Forum, 2010, 29, 527-535.	3.0	44
13	An efficient brush model for physically-based 3D painting. , 0, , .		39
14	Effective Derivation of Similarity Transformations for Implicit Laplacian Mesh Editing. Computer Graphics Forum, 2007, 26, 34-45.	3.0	35
15	Multitouch Gestures for Constrained Transformation of 3D Objects. Computer Graphics Forum, 2012, 31, 651-660.	3.0	31
16	Convolution Surfaces for Line Skeletons with Polynomial Weight Distributions. Journal of Graphics Tools, 2001, 6, 17-28.	0.5	30
17	Dot Scissor: A Single-Click Interface for Mesh Segmentation. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1304-1312.	4.4	30
18	Multitouch finger registration and its applications. , 2010, , .		28

#	ARTICLE	IF	CITATIONS
19	Analytical methods for polynomial weighted convolution surfaces with various kernels. <i>Computers and Graphics</i> , 2002, 26, 437-447.	2.5	25
20	Implicit modeling from polygon soup using convolution. <i>Visual Computer</i> , 2009, 25, 279-288.	3.5	23
21	Lazy selection. <i>ACM Transactions on Graphics</i> , 2012, 31, 1-9.	7.2	23
22	Handle-aware isolines for scalable shape editing. , 2007, , .		21
23	Convolution surfaces for arcs and quadratic curves with a varying kernel. <i>Visual Computer</i> , 2002, 18, 530-546.	3.5	20
24	3D Reconstruction of Detailed Buildings from Architectural Drawings. <i>Computer-Aided Design and Applications</i> , 2005, 2, 527-536.	0.6	20
25	Pairwise Harmonics for Shape Analysis. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2013, 19, 1172-1184.	4.4	16
26	A Novel Knowledge-Based System for Interpreting Complex Engineering Drawings: Theory, Representation, and Implementation. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2009, 31, 1444-1457.	13.9	14
27	Hierarchical aggregation for efficient shape extraction. <i>Visual Computer</i> , 2009, 25, 267-278.	3.5	11
28	An effective feature-preserving mesh simplification scheme based on face constriction. , 0, , .		8
29	Topology-free cut-and-paste editing over meshes. , 0, , .		8
30	Surface design via deformation of periodically swept surfaces. <i>Visual Computer</i> , 1996, 12, 475-483.	3.5	5
31	Animating Chinese landscape paintings and panorama using multi-perspective modeling. , 0, , .		4
32	HIRM: A handle-independent reduced model for incremental mesh editing. <i>Computer Aided Geometric Design</i> , 2015, 35-36, 56-68.	1.2	2
33	Alpha-spline: a C^2 continuous spline with weights and tension control. , 1999, , .		1
34	Sampling-sensitive multiresolution hierarchy for irregular meshes. <i>Visual Computer</i> , 2004, 20, 479.	3.5	1
35	A method for deforming polygonal shapes into smooth spline surface models. , 0, , .		0