Chiew-Lan Tai

List of Publications by Year
in descending order

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	HIRM: A handle-independent reduced model for incremental mesh editing. Computer Aided Geometric Design, 2015, 35-36, 56-68.	1.2	2
2	Pairwise Harmonics for Shape Analysis. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1172-1184.	4.4	16
3	Dot Scissor: A Single-Click Interface for Mesh Segmentation. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1304-1312.	4.4	30
4	Lazy selection. ACM Transactions on Graphics, 2012, 31, 1-9.	7.2	23
5	Multitouch Gestures for Constrained Transformation of 3D Objects. Computer Graphics Forum, 2012, 31, 651-660.	3.0	31
6	Componentâ€wise Controllers for Structureâ€Preserving Shape Manipulation. Computer Graphics Forum, 2011, 30, 563-572.	3.0	67
7	Mesh Decomposition with Crossâ€Boundary Brushes. Computer Graphics Forum, 2010, 29, 527-535.	3.0	44
8	Electors Voting for Fast Automatic Shape Correspondence. Computer Graphics Forum, 2010, 29, 645-654.	3.0	56
9	Multitouch finger registration and its applications. , 2010, , .		28
10	Hierarchical aggregation for efficient shape extraction. Visual Computer, 2009, 25, 267-278.	3.5	11
11	Implicit modeling from polygon soup using convolution. Visual Computer, 2009, 25, 279-288.	3.5	23
12	A Novel Knowledge-Based System for Interpreting Complex Engineering Drawings: Theory, Representation, and Implementation. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2009, 31, 1444-1457.	13.9	14
13	Skeleton extraction by mesh contraction. ACM Transactions on Graphics, 2008, 27, 1-10.	7.2	332
14	Handle-aware isolines for scalable shape editing. ACM Transactions on Graphics, 2007, 26, 83.	7.2	46
15	Handle-aware isolines for scalable shape editing. , 2007, , .		21
16	Effective Derivation of Similarity Transformations for Implicit Laplacian Mesh Editing. Computer Graphics Forum, 2007, 26, 34-45.	3.0	35
17	Dual Laplacian editing for meshes. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 386-395.	4.4	93
18	A new recognition model for electronic architectural drawings. CAD Computer Aided Design, 2005, 37, 1053-1069.	2.7	53

#	Article	IF	Citations
19	MoXi. ACM Transactions on Graphics, 2005, 24, 504-511.	7.2	140
20	3D Reconstruction of Detailed Buildings from Architectural Drawings. Computer-Aided Design and Applications, 2005, 2, 527-536.	0.6	20
21	Prototype Modeling from Sketched Silhouettes based on Convolution Surfaces. Computer Graphics Forum, 2004, 23, 71-83.	3.0	66
22	Sampling-sensitive multiresolution hierarchy for irregular meshes. Visual Computer, 2004, 20, 479.	3.5	1
23	Real-Time Painting with an Expressive Virtual Chinese Brush. IEEE Computer Graphics and Applications, 2004, 24, 76-85.	1.2	90
24	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
25	Analytical methods for polynomial weighted convolution surfaces with various kernels. Computers and Graphics, 2002, 26, 437-447.	2.5	25
26	Convolution surfaces for arcs and quadratic curves with a varying kernel. Visual Computer, 2002, 18, 530-546.	3.5	20
27	Convolution Surfaces for Line Skeletons with Polynomial Weight Distributions. Journal of Graphics Tools, 2001, 6, 17-28.	0.5	30
28	Direct manipulation of FFD: efficient explicit solutions and decomposable multiple point constraints. Visual Computer, 2001, 17, 370-379.	3.5	67
29	Alpha-spline: a C/sup 2/ continuous spline with weights and tension control. , 1999, , .		1
30	Surface design via deformation of periodically swept surfaces. Visual Computer, 1996, 12, 475-483.	3.5	5
31	Animating Chinese landscape paintings and panorama using multi-perspective modeling. , 0, , .		4
32	An effective feature-preserving mesh simplification scheme based on face constriction. , 0, , .		8
33	An efficient brush model for physically-based 3D painting. , 0, , .		39
34	Topology-free cut-and-paste editing over meshes. , 0, , .		8
35	A method for deforming polygonal shapes into smooth spline surface models. , 0, , .		0