

Xunnian Yang

List of Publications by Year in descending order

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papers

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citations

687363

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31
all docs

31
docs citations

31
times ranked

239
citing authors

#	ARTICLE	IF	CITATIONS
1	Geometric Hermite interpolation by a family of spatial algebraic trigonometric PH curves. Journal of Computational and Applied Mathematics, 2021, 388, 113296.	2.0	2
2	Geometric interpolation by PH curves with quadratic or quartic rational normals. CAD Computer Aided Design, 2019, 114, 112-121.	2.7	2
3	Dynamic Evaluation of Exponential Polynomial Curves and Surfaces via Basis Transformation. SIAM Journal of Scientific Computing, 2019, 41, A3401-A3420.	2.8	1
4	Fitting and fairing Hermite-type data by matrix weighted NURBS curves. CAD Computer Aided Design, 2018, 102, 22-32.	2.7	4
5	Dynamic Evaluation of Free-Form Curves and Surfaces. SIAM Journal of Scientific Computing, 2017, 39, B424-B441.	2.8	4
6	Geometric Hermite interpolation by a family of intrinsically defined planar curves. CAD Computer Aided Design, 2016, 77, 86-97.	2.7	14
7	Matrix weighted rational curves and surfaces. Computer Aided Geometric Design, 2016, 42, 40-53.	1.2	8
8	Variational surface design under normal field guidance. Journal of Computational Design and Engineering, 2015, 2, 129-136.	3.1	3
9	A computational approach to joint line detection on triangular meshes. Engineering With Computers, 2014, 30, 583-597.	6.1	3
10	Geometric Hermite interpolation by logarithmic arc splines. Computer Aided Geometric Design, 2014, 31, 701-711.	1.2	6
11	Shape aware normal interpolation for curved surface shading from polyhedral approximation. Visual Computer, 2013, 29, 189-201.	3.5	3
12	Curvature tensor computation by piecewise surface interpolation. CAD Computer Aided Design, 2013, 45, 1639-1650.	2.7	14
13	Approximate -spline surface skinning. CAD Computer Aided Design, 2012, 44, 1269-1276.	2.7	19
14	Euler arc splines for curve completion. Computers and Graphics, 2012, 36, 642-650.	2.5	15
15	A simple method for interpolating meshes of arbitrary topology by Catmull-Clark surfaces. Visual Computer, 2010, 26, 137-146.	3.5	20
16	Interpolation over arbitrary topology meshes using Doo-Sabin surfaces. , 2009, , .		2
17	A local fitting algorithm for converting planar curves to B-splines. Computer Aided Geometric Design, 2008, 25, 837-849.	1.2	7
18	Cone spline approximation via fat conic spline fitting. CAD Computer Aided Design, 2006, 38, 703-712.	2.7	3

#	ARTICLE	IF	CITATIONS
19	Normal based subdivision scheme for curve design. Computer Aided Geometric Design, 2006, 23, 243-260.	1.2	26
20	Surface interpolation of meshes by geometric subdivision. CAD Computer Aided Design, 2005, 37, 497-508.	2.7	19
21	Free-form deformation with weighted T-spline. Visual Computer, 2005, 21, 139-151.	3.5	41
22	Skeleton-driven 2D distance field metamorphosis using intrinsic shape parameters. Graphical Models, 2004, 66, 102-126.	2.4	7
23	Curve fitting and fairing using conic splines. CAD Computer Aided Design, 2004, 36, 461-472.	2.7	37
24	High accuracy approximation of helices by quintic curves. Computer Aided Geometric Design, 2003, 20, 303-317.	1.2	32
25	Uniform trigonometric polynomial B-spline curves. Science in China Series F: Information Sciences, 2002, 45, 335-343.	1.1	26
26	Uniform hyperbolic polynomial B-spline curves. Computer Aided Geometric Design, 2002, 19, 379-393.	1.2	81
27	Efficient circular arc interpolation based on active tolerance control. CAD Computer Aided Design, 2002, 34, 1037-1046.	2.7	36
28	Planar point set fairing and fitting by arc splines. CAD Computer Aided Design, 2001, 33, 35-43.	2.7	52
29	Approximating NURBS curves by arc splines. , 2000, , .		1
30	Surface interpolation of meshes with shape optimization. , 0, , .		1