Zhongping Ji

List of Publications by Year
in descending order

21 papers	356 citations	933447 10 h-index	794594 19 g-index
21 all docs	21 docs citations	21 times ranked	240 citing authors

#	Article	IF	Citations
1	ReliefNet: Fast Bas-relief Generation from 3D Scenes. CAD Computer Aided Design, 2021, 130, 102928.	2.7	6
2	Normal manipulation for bas-relief modeling. Graphical Models, 2021, 114, 101099.	2.4	1
3	Neural Modelling of Flower Basâ€relief from 2D Line Drawing. Computer Graphics Forum, 2021, 40, 288-303.	3.0	2
4	SORT-YM: An Algorithm of Multi-Object Tracking with YOLOv4-Tiny and Motion Prediction. Electronics (Switzerland), 2021, 10, 2319.	3.1	18
5	Mean Scar Entropy by Late Gadolinium Enhancement Cardiac Magnetic Resonance Is Associated With Ventricular Arrhythmias Events in Hypertrophic Cardiomyopathy. Frontiers in Cardiovascular Medicine, 2021, 8, 758635.	2.4	4
6	Portrait Relief Modeling from a Single Image. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2659-2670.	4.4	10
7	A Deep Residual Network for Geometric Decontouring. Computer Graphics Forum, 2020, 39, 27-41.	3.0	0
8	Example-driven modeling of portrait bas-relief. Computer Aided Geometric Design, 2020, 80, 101860.	1.2	3
9	Bas-Relief Modeling With Detail Preservation and Local Significance Enhancement. IEEE Access, 2020, 8, 44190-44201.	4.2	4
10	Computerâ€assisted Relief Modelling: A Comprehensive Survey. Computer Graphics Forum, 2019, 38, 521-534.	3.0	21
11	Human body shape reconstruction from binary silhouette images. Computer Aided Geometric Design, 2019, 71, 231-243.	1.2	8
12	Spline bas-relief modeling from sketches by isogeometric analysis approach. Graphical Models, 2019, 103, 101025.	2.4	3
13	Portrait relief generation from 3D Object. Graphical Models, 2019, 102, 10-18.	2.4	11
14	Modeling Chinese calligraphy reliefs from one image. Computers and Graphics, 2018, 70, 300-306.	2.5	20
15	Efficient decolorization preserving dominant distinctions. Visual Computer, 2016, 32, 1621-1631.	3.5	14
16	Realâ€time Basâ€Relief Generation from Depthâ€andâ€Normal Maps on GPU. Computer Graphics Forum, 2014, 33, 75-83.	3.0	11
17	Bas-Relief Modeling from Normal Images with Intuitive Styles. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 675-685.	4.4	41
18	Bâ€Mesh: A Modeling System for Base Meshes of 3D Articulated Shapes. Computer Graphics Forum, 2010, 29, 2169-2177.	3.0	36

#	Article	IF	Citations
19	Non-iterative approach for global mesh optimization. CAD Computer Aided Design, 2007, 39, 772-782.	2.7	51
20	Easy Mesh Cutting. Computer Graphics Forum, 2006, 25, 283-291.	3.0	82
21	A Global Laplacian Smoothing Approach with Feature Preservation. , 0, , .		10