

# Wenhua Qian

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1334200/publications.pdf>

Version: 2024-02-01

19  
papers

135  
citations

1684188

5  
h-index

1372567

10  
g-index

19  
all docs

19  
docs citations

19  
times ranked

136  
citing authors

#	ARTICLE	IF	CITATIONS
1	Generate adversarial examples by adaptive moment iterative fast gradient sign method. Applied Intelligence, 2023, 53, 1101-1114.	5.3	6
2	Dual Position Relationship Transformer for Image Captioning. Big Data, 2022, , .	3.4	5
3	Multi-head Mutual Self-attention Generative Adversarial Network for Texture Synthesis. , 2022, , .		0
4	Multi-Source Information Exchange Encoding With PCNN for Medical Image Fusion. IEEE Transactions on Circuits and Systems for Video Technology, 2021, 31, 986-1000.	8.3	25
5	Graph Structural Attention and Increased Global Attention for Image Captioning. , 2021, , .		0
6	An Unsupervised Dual Attention Method for 3D Medical Image Registration. , 2021, , .		1
7	The Reform and Exploration of Teaching Team in Postgraduate Courses. , 2020, , .		0
8	CNN-Based Embroidery Style Rendering. International Journal of Pattern Recognition and Artificial Intelligence, 2020, 34, 2059045.	1.2	6
9	Aesthetic art simulation for embroidery style. Multimedia Tools and Applications, 2019, 78, 995-1016.	3.9	8
10	Multi-Feature Fusion for Multimodal Attentive Sentiment Analysis. , 2019, , .		0
11	Fully Convolutional Network-Based Multifocus Image Fusion. Neural Computation, 2018, 30, 1775-1800.	2.2	71
12	Synthesis of exemplar textures by self-similarity matching. Journal of Electronic Imaging, 2018, 27, 1.	0.9	1
13	Simulating Chalk Art Style Painting. International Journal of Pattern Recognition and Artificial Intelligence, 2017, 31, 1759026.	1.2	3
14	Gourd pyrography art simulating based on non-photorealistic rendering. Multimedia Tools and Applications, 2017, 76, 14559-14579.	3.9	5
15	Qualitative probabilistic network-based fusion of time-series uncertain knowledge. Soft Computing, 2015, 19, 1953-1972.	3.6	2
16	A system used for collecting and managing graphic elements of Yunnan heavy color painting. , 2010, , .		0
17	Video natural texture synthesis based on NPR. , 2010, , .		0
18	Stylized Rendering of Yunnan Heavy Color Painting. , 2008, , .		2

#	ARTICLE	IF	CITATIONS
19	A Mapping Technique Based on Texture Synthesis. , 2008, , .		0