

Renjie Chen

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/1626677/publications.pdf>

Version: 2024-02-01

22
papers

425
citations

1162889

8
h-index

752573

20
g-index

22
all docs

22
docs citations

22
times ranked

324
citing authors

#	ARTICLE	IF	CITATIONS
1	Real-time locally injective volumetric deformation. ACM Transactions on Graphics, 2021, 40, 1-16.	4.9	5
2	Piecewise linear mapping optimization based on the complex view. Computer Graphics Forum, 2018, 37, 233-243.	1.8	12
3	Path planning with divergence-based distance functions. Computer Aided Geometric Design, 2018, 66, 52-74.	0.5	6
4	Approximating Planar Conformal Maps Using Regular Polygonal Meshes. Computer Graphics Forum, 2017, 36, 629-642.	1.8	2
5	GPU-accelerated locally injective shape deformation. ACM Transactions on Graphics, 2017, 36, 1-13.	4.9	17
6	Generalized As $\hat{=}$ Similar $\hat{=}$ As $\hat{=}$ Possible Warping with Applications in Digital Photography. Computer Graphics Forum, 2016, 35, 81-92.	1.8	5
7	Complex Transfinite Barycentric Mappings with Similarity Kernels. Computer Graphics Forum, 2016, 35, 41-53.	1.8	5
8	On pseudo-harmonic barycentric coordinates. Computer Aided Geometric Design, 2016, 44, 15-35.	0.5	6
9	Bounded distortion harmonic shape interpolation. ACM Transactions on Graphics, 2016, 35, 1-15.	4.9	18
10	On Linear Spaces of Polyhedral Meshes. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 652-662.	2.9	5
11	Bounded distortion harmonic mappings in the plane. ACM Transactions on Graphics, 2015, 34, 1-12.	4.9	21
12	36.1: Wide Field of View Compressive Light Field Display using a Multilayer Architecture and Tracked Viewers. Digest of Technical Papers SID International Symposium, 2014, 45, 509-512.	0.1	5
13	Wide field of view compressive light field display using a multilayer architecture and tracked viewers. Journal of the Society for Information Display, 2014, 22, 525-534.	0.8	8
14	Planar shape interpolation with bounded distortion. ACM Transactions on Graphics, 2013, 32, 1-12.	4.9	31
15	Localizing the Delaunay Triangulation and Its Parallel Implementation. Lecture Notes in Computer Science, 2013, , 39-55.	1.0	4
16	Parallel Blue $\hat{=}$ Noise Sampling by Constrained Farthest Point Optimization. Computer Graphics Forum, 2012, 31, 1775-1785.	1.8	8
17	Localizing the Delaunay Triangulation and its Parallel Implementation. , 2012, , .		3
18	Embedding a triangular graph within a given boundary. Computer Aided Geometric Design, 2011, 28, 349-356.	0.5	25

#	ARTICLE	IF	CITATIONS
19	Local resampling for patch-based texture synthesis in vector fields. International Journal of Computer Applications in Technology, 2010, 38, 124.	0.3	5
20	A spectral characterization of the Delaunay triangulation. Computer Aided Geometric Design, 2010, 27, 295-300.	0.5	13
21	Optimizing Photo Composition. Computer Graphics Forum, 2010, 29, 469-478.	1.8	192
22	Content-aware image resizing by quadratic programming. , 2010, , .		29