

Kaihuai Qin

List of Publications by Year in descending order

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32
papers

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1683934

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156
citing authors

#	ARTICLE	IF	CITATIONS
1	General matrix representations for B-splines. <i>Visual Computer</i> , 2000, 16, 177-186.	2.5	71
2	Efficient wavelet construction with Catmull-Clark subdivision. <i>Visual Computer</i> , 2006, 22, 874-884.	2.5	29
3	Improved ternary subdivision interpolation scheme. <i>Tsinghua Science and Technology</i> , 2005, 10, 128-132.	4.1	14
4	Unlifted loop subdivision wavelets. , 0, , .		8
5	General matrix representations for B-splines. , 0, , .		7
6	Existence and computation of spherical rational quartic curves for Hermite interpolation. <i>Visual Computer</i> , 2000, 16, 187-196.	2.5	7
7	Surface modeling with ternary interpolating subdivision. <i>Visual Computer</i> , 2005, 21, 59-70.	2.5	7
8	Representing Conics using NURBS of Degree Two*. <i>Computer Graphics Forum</i> , 1992, 11, 285-291.	1.8	6
9	Neural network methods for NURBS curve and surface interpolation. <i>Journal of Computer Science and Technology</i> , 1997, 12, 76-89.	0.9	6
10	A Biorthogonal Wavelet Approach based on Dual Subdivision. <i>Computer Graphics Forum</i> , 2008, 27, 1815-1822.	1.8	6
11	A Six-Degree-of-Freedom Virtual Mouse Based on Hand Gestures. , 2010, , .		6
12	Representing quadric surfaces using NURBS surfaces. <i>Journal of Computer Science and Technology</i> , 1997, 12, 210-216.	0.9	5
13	Fast 3-D Ultrasonic Imaging Using Time-Domain Synthetic Aperture Focusing Techniques Based on Circular Scan Conversions. <i>IEEE Transactions on Computational Imaging</i> , 2018, 4, 632-639.	2.6	5
14	Efficient wavelet-based geometry compression. <i>Computer Animation and Virtual Worlds</i> , 2011, 22, 307-315.	0.7	4
15	Fast background subtraction for moving cameras based on nonparametric models. <i>Journal of Electronic Imaging</i> , 2016, 25, 033017.	0.5	4
16	Biorthogonal Wavelet Transforms and Applications Based on Generalized Progressive Catmull-Clark Subdivision with Shape Control. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2019, 25, 2392-2403.	2.9	4
17	Extrapolating acceleration algorithms for finding B-Spline intersections using recursive subdivision techniques. <i>Journal of Computer Science and Technology</i> , 1994, 9, 70-85.	0.9	3
18	Eigenanalysis and continuity of non-uniform Doo-Sabin surfaces. , 0, , .		3

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19	Physics-based Loop surface modeling. Journal of Computer Science and Technology, 2002, 17, 851-858.	0.9	3
20	Touch-enabled haptic modeling of deformable multi-resolution surfaces. Virtual Reality, 2007, 11, 45-60.	4.1	3
21	Fast ray tracing NURBS surfaces. Journal of Computer Science and Technology, 1996, 11, 17-29.	0.9	2
22	A matrix method for degree-raising of B-spline curves. Science in China Series D: Earth Sciences, 1997, 40, 71-81.	0.9	2
23	Computing Efficient Matrix-valued Wavelets for Meshes. , 2010, , .		2
24	Real-Time Total Focusing Method Imaging for Ultrasonic Inspection of Three-Dimensional Multilayered Media. , 2018, , .		2
25	EVALUATION OF NON-UNIFORM DOO-SABIN SURFACES. International Journal of Computational Geometry and Applications, 2005, 15, 299-324.	0.3	1
26	Optimal tetrahedral mesh generation for three-dimensional point set. Science in China Series D: Earth Sciences, 1997, 40, 135-143.	0.9	0
27	Representing spheres and ellipsoids using periodic NURBS surfaces with fewer control vertices. , 0, , .		0
28	Physics-based subdivision surface modeling for medical imaging and simulation. , 0, , .		0
29	Precise evaluation of uniform Doo-Sabin surfaces*. Progress in Natural Science: Materials International, 2003, 13, 391-396.	1.8	0
30	Compound Biorthogonal Wavelets on Quadrilaterals and Polar Structures. Algorithms, 2009, 2, 1263-1280.	1.2	0
31	Real-Time 3D Video Acquisition and Auto-Stereoscopic Display End-to-End Algorithm Based on Tiled Multi-projectors. , 2015, , .		0
32	Real-Time Total Focusing Method for Ultrasonic Imaging of Multilayered Object. , 2018, , .		0