Kaihuai Qin

List of Publications by Year
in descending order

32 papers	210 citations	1683934 5 h-index	1125617 13 g-index
32 all docs	32 docs citations	32 times ranked	156 citing authors

#	Article	IF	Citations
1	Biorthogonal Wavelet Transforms and Applications Based on Generalized Progressive Catmull-Clark Subdivision with Shape Control. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2392-2403.	2.9	4
2	Real-Time Total Focusing Method Imaging for Ultrasonic Inspection of Three-Dimensional Multilayered Media. , 2018, , .		2
3	Real-Time Total Focusing Method for Ultrasonic Imaging of Multilayered Object. , 2018, , .		0
4	Fast 3-D Ultrasonic Imaging Using Time-Domain Synthetic Aperture Focusing Techniques Based on Circular Scan Conversions. IEEE Transactions on Computational Imaging, 2018, 4, 632-639.	2.6	5
5	Fast background subtraction for moving cameras based on nonparametric models. Journal of Electronic Imaging, 2016, 25, 033017.	0.5	4
6	Real-Time 3D Video Acquisition and Auto-Stereoscopic Display End-to-End Algorithm Based on Tiled Multi-projectors. , 2015, , .		0
7	Efficient waveletâ€based geometry compression. Computer Animation and Virtual Worlds, 2011, 22, 307-315.	0.7	4
8	A Six-Degree-of-Freedom Virtual Mouse Based on Hand Gestures. , 2010, , .		6
9	Computing Efficient Matrix-valued Wavelets for Meshes. , 2010, , .		2
10	Compound Biorthogonal Wavelets on Quadrilaterals and Polar Structures. Algorithms, 2009, 2, 1263-1280.	1.2	0
11	A Biorthogonal Wavelet Approach based on Dual Subdivision. Computer Graphics Forum, 2008, 27, 1815-1822.	1.8	6
12	Touch-enabled haptic modeling of deformable multi-resolution surfaces. Virtual Reality, 2007, 11, 45-60.	4.1	3
13	Efficient wavelet construction with Catmullâ€"Clark subdivision. Visual Computer, 2006, 22, 874-884.	2.5	29
14	Surface modeling with ternary interpolating subdivision. Visual Computer, 2005, 21, 59-70.	2.5	7
15	Improved ternary subdivision interpolation scheme. Tsinghua Science and Technology, 2005, 10, 128-132.	4.1	14
16	EVALUATION OF NON-UNIFORM DOO-SABIN SURFACES. International Journal of Computational Geometry and Applications, 2005, 15, 299-324.	0.3	1
17	Precise evaluation of uniform Doo-Sabin surfaces*. Progress in Natural Science: Materials International, 2003, 13, 391-396.	1.8	0
18	Physics-based Loop surface modeling. Journal of Computer Science and Technology, 2002, 17, 851-858.	0.9	3

#	Article	IF	Citations
19	General matrix representations for B-splines. Visual Computer, 2000, 16, 177-186.	2.5	71
20	Existence and computation of spherical rational quartic curves for Hermite interpolation. Visual Computer, 2000, 16, 187-196.	2.5	7
21	A matrix method for degree-raising of B-spline curves. Science in China Series D: Earth Sciences, 1997, 40, 71-81.	0.9	2
22	Optimal tetrahedral mesh generation for three-dimensional point set. Science in China Series D: Earth Sciences, 1997, 40, 135-143.	0.9	0
23	Neural network methods for NURBS curve and surface interpolation. Journal of Computer Science and Technology, 1997, 12, 76-89.	0.9	6
24	Representing quadric surfaces using NURBS surfaces. Journal of Computer Science and Technology, 1997, 12, 210-216.	0.9	5
25	Fast ray tracing NURBS surfaces. Journal of Computer Science and Technology, 1996, 11, 17-29.	0.9	2
26	Extrapolating acceleration algorithms for finding B-Spline intersections using recursive subdivision techniques. Journal of Computer Science and Technology, 1994, 9, 70-85.	0.9	3
27	Representing Conics using NURBS of Degree Two*. Computer Graphics Forum, 1992, 11, 285-291.	1.8	6
28	Representing spheres and ellipsoids using periodic NURBS surfaces with fewer control vertices. , 0, , .		0
29	General matrix representations for B-splines. , 0, , .		7
30	Eigenanalysis and continuity of non-uniform Doo-Sabin surfaces. , 0, , .		3
31	Physics-based subdivision surface modeling for medical imaging and simulation. , 0, , .		0
32	Unlifted loop subdivision wavelets. , 0, , .		8