Hongbo Fu

List of Publications by Year
in descending order

80 papers	2,310 citations	236925 25 h-index	243625 44 g-index
81 all docs	81 docs citations	81 times ranked	1431 citing authors

#	Article	IF	Citations
1	Bilateral Normal Filtering for Mesh Denoising. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1521-1530.	4.4	193
2	Sketch2Scene. ACM Transactions on Graphics, 2013, 32, 1-15.	7.2	152
3	Structure recovery by part assembly. ACM Transactions on Graphics, 2012, 31, 1-11.	7.2	116
4	Upright orientation of man-made objects. ACM Transactions on Graphics, 2008, 27, 1-7.	7.2	108
5	Parametric reshaping of human bodies in images. ACM Transactions on Graphics, 2010, 29, 1-10.	7.2	108
6	A comparison of 3D shape retrieval methods based on a large-scale benchmark supporting multimodal queries. Computer Vision and Image Understanding, 2015, 131, 1-27.	4.7	102
7	Dual Laplacian editing for meshes. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 386-395.	4.4	93
8	DeepFaceDrawing. ACM Transactions on Graphics, 2020, 39, .	7.2	75
9	Component–wise Controllers for Structure–Preserving Shape Manipulation. Computer Graphics Forum, 2011, 30, 563-572.	3.0	67
10	Data-driven segmentation and labeling of freehand sketches. ACM Transactions on Graphics, 2014, 33, 1-10.	7.2	67
11	Adaptive synthesis of indoor scenes via activity-associated object relation graphs. ACM Transactions on Graphics, 2017, 36, 1-13.	7.2	57
12	Electors Voting for Fast Automatic Shape Correspondence. Computer Graphics Forum, 2010, 29, 645-654.	3.0	56
13	A Hybrid Conditional Random Field for Estimating the Underlying Ground Surface From Airborne LiDAR Data. IEEE Transactions on Geoscience and Remote Sensing, 2009, 47, 2913-2922.	6.3	53
14	JSENet: Joint Semantic Segmentation and Edge Detection Network for 3D Point Clouds. Lecture Notes in Computer Science, 2020, , 222-239.	1.3	53
15	Wrinkling Captured Garments Using Space–Time Data–Driven Deformation. Computer Graphics Forum, 2009, 28, 427-435.	3.0	48
16	Handle-aware isolines for scalable shape editing. ACM Transactions on Graphics, 2007, 26, 83.	7.2	46
17	Two-Finger Gestures for 6DOF Manipulation of 3D Objects. Computer Graphics Forum, 2012, 31, 2047-2055.	3.0	46
18	Interactive Sketch-Based Normal Map Generation with Deep Neural Networks. Proceedings of the ACM on Computer Graphics and Interactive Techniques, 2018, 1, 1-17.	1.6	39

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19	Fast Sketch Segmentation and Labeling With Deep Learning. IEEE Computer Graphics and Applications, 2019, 39, 38-51.	1.2	37
20	Effective Derivation of Similarity Transformations for Implicit Laplacian Mesh Editing. Computer Graphics Forum, 2007, 26, 34-45.	3.0	35
21	Efficient feature-preserving local projection operator for geometry reconstruction. CAD Computer Aided Design, 2013, 45, 861-874.	2.7	35
22	Sketching hairstyles. , 2007, , .		32
23	Animated construction of line drawings. ACM Transactions on Graphics, 2011, 30, 1-10.	7.2	31
24	Multitouch Gestures for Constrained Transformation of 3D Objects. Computer Graphics Forum, 2012, 31, 651-660.	3.0	31
25	SketchGNN: Semantic Sketch Segmentation with Graph Neural Networks. ACM Transactions on Graphics, 2021, 40, 1-13.	7.2	29
26	Spherical Piecewise Constant Basis Functions for All-Frequency Precomputed Radiance Transfer. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 454-467.	4.4	28
27	SweepCanvas. , 2017, , .		27
28	Global beautification of layouts with interactive ambiguity resolution. , 2014, , .		26
29	Browsing on small displays by transforming Web pages into hierarchically structured subpages. ACM Transactions on the Web, 2009, 3, 1-36.	2.5	24
30	Lazy selection. ACM Transactions on Graphics, 2012, 31, 1-9.	7.2	23
31	EZ-sketching. ACM Transactions on Graphics, 2014, 33, 1-9.	7.2	23
32	Handle-aware isolines for scalable shape editing. , 2007, , .		21
33	Adaptive partitioning of urban facades. , 2011, , .		20
34	Optimal boundaries for Poisson mesh merging. , 2007, , .		18
35	Back-Mirror. , 2016, , .		18
36	SketchHairSalon. ACM Transactions on Graphics, 2021, 40, 1-16.	7.2	18

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37	Motion-aware temporal coherence for video resizing. , 2009, , .		17
38	GCN-Denoiser: Mesh Denoising with Graph Convolutional Networks. ACM Transactions on Graphics, 2022, 41, 1-14.	7.2	17
39	GACA. , 2015, , .		16
40	Live Sketch. , 2018, , .		16
41	EXCOL: An EXtract-and-COmplete Layering Approach to Cartoon Animation Reusing. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1156-1169.	4.4	15
42	<i>Sketch-R2CNN</i>: An RNN-Rasterization-CNN Architecture for Vector Sketch Recognition. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 3745-3754.	4.4	14
43	Sketch-based 3-D modeling for piecewise planar objects in single images. Computers and Graphics, 2015, 46, 130-137.	2.5	13
44	DeepSketchHair: Deep Sketch-Based 3D Hair Modeling. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 3250-3263.	4.4	13
45	Augmented reflection of reality. , 2012, , .		12
46	Structure†adaptive Shape Editing for Man†made Objects. Computer Graphics Forum, 2016, 35, 27-36.	3.0	12
47	Hierarchical aggregation for efficient shape extraction. Visual Computer, 2009, 25, 267-278.	3.5	11
48	Vectorizing line drawings with near-constant line width. , 2012, , .		11
49	Pose-Inspired Shape Synthesis and Functional Hybrid. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 2574-2585.	4.4	11
50	Model-Guided 3D Sketching. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2927-2939.	4.4	11
51	Scribble-based colorization for creating smooth-shaded vector graphics. Computers and Graphics, 2019, 81, 73-81.	2.5	10
52	Slicing*-tree based web page transformation for small displays. , 2005, , .		9
53	Animated construction of line drawings. , 2011, , .		9
54	Progressive 3D Reconstruction of Planar-Faced Manifold Objects with DRF-Based Line Drawing Decomposition. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 252-263.	4.4	9

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55	Model-driven sketch reconstruction with structure-oriented retrieval. , 2016, , .		9
56	Temporal Upsampling of Depth Maps Using a Hybrid Camera. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1591-1602.	4.4	9
57	Topology-free cut-and-paste editing over meshes. , 0, , .		8
58	Structure guided interior scene synthesis via graph matching. Graphical Models, 2016, 85, 46-55.	2.4	8
59	Context-based sketch classification. , 2018, , .		8
60	Natural lines inspired 3D shape re-design. Graphical Models, 2016, 85, 1-10.	2.4	7
61	Cross-class 3D object synthesis guided by reference examples. Computers and Graphics, 2016, 54, 145-153.	2.5	7
62	Human-centric metrics for indoor scene assessment and synthesis. Graphical Models, 2020, 110, 101073.	2.4	7
63	SketchDesc: Learning Local Sketch Descriptors for Multi-View Correspondence. IEEE Transactions on Circuits and Systems for Video Technology, 2021, 31, 1738-1750.	8.3	7
64	SimpModeling: Sketching Implicit Field to Guide Mesh Modeling for 3D Animalmorphic Head Design. , 2021, , .		7
65	BezelCursor. , 2013, , .		6
66	Structured Mechanical Collage. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1076-1082.	4.4	6
67	Video completion and synthesis. Computer Animation and Virtual Worlds, 2008, 19, 341-353.	1.2	5
68	Deforestation: Extracting 3D Bare-Earth Surface from Airborne LiDAR Data. , 2008, , .		5
69	2D-Dragger. , 2016, , .		5
70	Motion Planning for Convertible Indoor Scene Layout Design. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 4413-4424.	4.4	5
71	Data-driven suggestions for portrait posing. , 2013, , .		4
72	3D Curve Creation on and Around Physical Objects With Mobile AR. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 2809-2821.	4.4	4

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73	Global Beautification of 2D and 3D Layouts With Interactive Ambiguity Resolution. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2355-2368.	4.4	3
74	A Video-Based System for Hand-Driven Stop-Motion Animation. IEEE Computer Graphics and Applications, 2013, 33, 70-81.	1.2	2
75	Data-driven suggestions for portrait posing. , 2013, , .		2
76	One-man orchestra. , 2014, , .		2
77	WireRoom. ACM Transactions on Graphics, 2021, 40, 1-13.	7.2	2
78	Synthesizing Mesh Deformation Sequences with Bidirectional LSTM. IEEE Transactions on Visualization and Computer Graphics, 2020, PP, 1-1.	4.4	1
79	Scalable maps of random dots for middle-scale locative mobile games. , 2013, , .		0
80	Automatic Image Checkpoint Selection for Guider–Follower Pedestrian Navigation. Computer Graphics Forum, 2021, 40, 357-368.	3.0	0