

Hongbo Fu

List of Publications by Year in descending order

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Version: 2024-02-01

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	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
2	GCN-Denoiser: Mesh Denoising with Graph Convolutional Networks. ACM Transactions on Graphics, 2022, 41, 1-14.	7.2	17
3	<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
4	DeepSketchHair: Deep Sketch-Based 3D Hair Modeling. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 3250-3263.	4.4	13
5	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
6	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
7	Automatic Image Checkpoint Selection for Guider&Follower Pedestrian Navigation. Computer Graphics Forum, 2021, 40, 357-368.	3.0	0
8	WireRoom. ACM Transactions on Graphics, 2021, 40, 1-13.	7.2	2
9	SketchGNN: Semantic Sketch Segmentation with Graph Neural Networks. ACM Transactions on Graphics, 2021, 40, 1-13.	7.2	29
10	Motion Planning for Convertible Indoor Scene Layout Design. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 4413-4424.	4.4	5
11	SimpModeling: Sketching Implicit Field to Guide Mesh Modeling for 3D Animalomorphic Head Design. , 2021, , .		7
12	SketchHairSalon. ACM Transactions on Graphics, 2021, 40, 1-16.	7.2	18
13	Human-centric metrics for indoor scene assessment and synthesis. Graphical Models, 2020, 110, 101073.	2.4	7
14	DeepFaceDrawing. ACM Transactions on Graphics, 2020, 39, .	7.2	75
15	Synthesizing Mesh Deformation Sequences with Bidirectional LSTM. IEEE Transactions on Visualization and Computer Graphics, 2020, PP, 1-1.	4.4	1
16	JSENet: Joint Semantic Segmentation and Edge Detection Network for 3D Point Clouds. Lecture Notes in Computer Science, 2020, , 222-239.	1.3	53
17	Model-Guided 3D Sketching. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2927-2939.	4.4	11
18	Scribble-based colorization for creating smooth-shaded vector graphics. Computers and Graphics, 2019, 81, 73-81.	2.5	10

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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	Temporal Upsampling of Depth Maps Using a Hybrid Camera. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1591-1602.	4.4	9
21	Context-based sketch classification. , 2018, , .		8
22	Live Sketch. , 2018, , .		16
23	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
24	Adaptive synthesis of indoor scenes via activity-associated object relation graphs. ACM Transactions on Graphics, 2017, 36, 1-13.	7.2	57
25	SweepCanvas. , 2017, , .		27
26	Pose-Inspired Shape Synthesis and Functional Hybrid. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 2574-2585.	4.4	11
27	Model-driven sketch reconstruction with structure-oriented retrieval. , 2016, , .		9
28	Structure-adaptive Shape Editing for Man-made Objects. Computer Graphics Forum, 2016, 35, 27-36.	3.0	12
29	2D-Dragger. , 2016, , .		5
30	Back-Mirror. , 2016, , .		18
31	Structure guided interior scene synthesis via graph matching. Graphical Models, 2016, 85, 46-55.	2.4	8
32	Natural lines inspired 3D shape re-design. Graphical Models, 2016, 85, 1-10.	2.4	7
33	Cross-class 3D object synthesis guided by reference examples. Computers and Graphics, 2016, 54, 145-153.	2.5	7
34	GACA. , 2015, , .		16
35	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
36	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

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37	Sketch-based 3-D modeling for piecewise planar objects in single images. Computers and Graphics, 2015, 46, 130-137.	2.5	13
38	Data-driven segmentation and labeling of freehand sketches. ACM Transactions on Graphics, 2014, 33, 1-10.	7.2	67
39	EZ-sketching. ACM Transactions on Graphics, 2014, 33, 1-9.	7.2	23
40	Global beautification of layouts with interactive ambiguity resolution. , 2014, , .		26
41	One-man orchestra. , 2014, , .		2
42	Structured Mechanical Collage. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1076-1082.	4.4	6
43	Efficient feature-preserving local projection operator for geometry reconstruction. CAD Computer Aided Design, 2013, 45, 861-874.	2.7	35
44	Sketch2Scene. ACM Transactions on Graphics, 2013, 32, 1-15.	7.2	152
45	A Video-Based System for Hand-Driven Stop-Motion Animation. IEEE Computer Graphics and Applications, 2013, 33, 70-81.	1.2	2
46	Data-driven suggestions for portrait posing. , 2013, , .		4
47	Data-driven suggestions for portrait posing. , 2013, , .		2
48	BezelCursor. , 2013, , .		6
49	Scalable maps of random dots for middle-scale locative mobile games. , 2013, , .		0
50	Structure recovery by part assembly. ACM Transactions on Graphics, 2012, 31, 1-11.	7.2	116
51	Augmented reflection of reality. , 2012, , .		12
52	Vectorizing line drawings with near-constant line width. , 2012, , .		11
53	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
54	Two-Finger Gestures for 6DOF Manipulation of 3D Objects. Computer Graphics Forum, 2012, 31, 2047-2055.	3.0	46

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55	Lazy selection. ACM Transactions on Graphics, 2012, 31, 1-9.	7.2	23
56	Multitouch Gestures for Constrained Transformation of 3D Objects. Computer Graphics Forum, 2012, 31, 651-660.	3.0	31
57	Bilateral Normal Filtering for Mesh Denoising. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 1521-1530.	4.4	193
58	Component-wise Controllers for Structure-preserving Shape Manipulation. Computer Graphics Forum, 2011, 30, 563-572.	3.0	67
59	Animated construction of line drawings. , 2011, , .		9
60	Adaptive partitioning of urban facades. , 2011, , .		20
61	Animated construction of line drawings. ACM Transactions on Graphics, 2011, 30, 1-10.	7.2	31
62	Parametric reshaping of human bodies in images. ACM Transactions on Graphics, 2010, 29, 1-10.	7.2	108
63	Electors Voting for Fast Automatic Shape Correspondence. Computer Graphics Forum, 2010, 29, 645-654.	3.0	56
64	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
65	Browsing on small displays by transforming Web pages into hierarchically structured subpages. ACM Transactions on the Web, 2009, 3, 1-36.	2.5	24
66	Hierarchical aggregation for efficient shape extraction. Visual Computer, 2009, 25, 267-278.	3.5	11
67	Wrinkling Captured Garments Using Space-time Data-driven Deformation. Computer Graphics Forum, 2009, 28, 427-435.	3.0	48
68	Motion-aware temporal coherence for video resizing. , 2009, , .		17
69	Video completion and synthesis. Computer Animation and Virtual Worlds, 2008, 19, 341-353.	1.2	5
70	Deforestation: Extracting 3D Bare-Earth Surface from Airborne LiDAR Data. , 2008, , .		5
71	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
72	Upright orientation of man-made objects. ACM Transactions on Graphics, 2008, 27, 1-7.	7.2	108

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73	Handle-aware isolines for scalable shape editing. ACM Transactions on Graphics, 2007, 26, 83.	7.2	46
74	Optimal boundaries for Poisson mesh merging. , 2007, , .		18
75	Handle-aware isolines for scalable shape editing. , 2007, , .		21
76	Sketching hairstyles. , 2007, , .		32
77	Effective Derivation of Similarity Transformations for Implicit Laplacian Mesh Editing. Computer Graphics Forum, 2007, 26, 34-45.	3.0	35
78	Dual Laplacian editing for meshes. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 386-395.	4.4	93
79	Slicing*-tree based web page transformation for small displays. , 2005, , .		9
80	Topology-free cut-and-paste editing over meshes. , 0, , .		8