Riccardo Scateni

List of Publications by Year
in descending order

		687363	552781
42 papers	**869** citations	**13** h-index	**26** g-index
48 all docs	**48** docs citations	**48** times ranked	**497** citing authors

#	Article	IF	Citations
1	A modified look-up table for implicit disambiguation of Marching Cubes. Visual Computer, 1994, 10, 353-355.	3.5	162
2	PolyCut. ACM Transactions on Graphics, 2013, 32, 1-12.	7.2	81
3	Discretized Marching Cubes. , 0, , .		54
4	Extraction of the Quad Layout of a Triangle Mesh Guided by Its Curve Skeleton. ACM Transactions on Graphics, 2015, 35, 1-13.	7.2	44
5	Skeletonâ€driven Adaptive Hexahedral Meshing of Tubular Shapes. Computer Graphics Forum, 2016, 35, 237-246.	3.0	39
6	Polycube Simplification for Coarse Layouts of Surfaces and Volumes. Computer Graphics Forum, 2016, 35, 11-20.	3.0	34
7	A general algorithm for computing Voronoi volumes: Application to the hydrated crystal of myoglobin. International Journal of Quantum Chemistry, 1992, 42, 1515-1528.	2.0	33
8	Axis-Aligned Height-Field Block Decomposition of 3D Shapes. ACM Transactions on Graphics, 2018, 37, 1-15.	7.2	29
9	Reconstructing the Curve-Skeletons of 3D Shapes Using the Visual Hull. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1891-1901.	4.4	28
10	Fitmersive Games. , 2016, , .		24
11	Fast and robust mesh arrangements using floating-point arithmetic. ACM Transactions on Graphics, 2020, 39, 1-16.	7.2	23
12	Extracting curve-skeletons from digital shapes using occluding contours. Visual Computer, 2013, 29, 907-916.	3.5	19
13	Selective Padding for Polycubeâ€Based Hexahedral Meshing. Computer Graphics Forum, 2019, 38, 580-591.	3.0	19
14	QuadMixer. ACM Transactions on Graphics, 2019, 38, 1-13.	7.2	14
15	Decreasing isosurface complexity via discrete fitting. Computer Aided Geometric Design, 2000, 17, 207-232.	1.2	13
16	Curvature-based blending of closed planar curves. Graphical Models, 2014, 76, 263-272.	2.4	9
17	An interactive editor for curve-skeletons: SkeletonLab. Computers and Graphics, 2016, 60, 23-33.	2.5	9
18	Generalized adaptive refinement for grid-based hexahedral meshing. ACM Transactions on Graphics, 2021, 40, 1-13.	7.2	9

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19	Fabrication oriented shape decomposition using polycube mapping. Computers and Graphics, 2018, 77, 183-193.	2.5	8
20	WoBo. , 2015, , .		7
21	Motion-based mesh segmentation using augmented silhouettes. Graphical Models, 2012, 74, 164-172.	2.4	6
22	Interactive calibration of a multi-projector system in a video-wall multi-touch environment. , 2010, , .		5
23	Speaky Notes Learn languages with augmented reality. , 2015, , .		5
24	SuperAvatar Children and mobile tourist guides become friends using superpowered avatars. , 2015, , .		5
25	Skeleton based cage generation guided by harmonic fields. Computers and Graphics, 2019, 81, 140-151.	2.5	5
26	Visualization Techniques for Science and Engineering. , 1989, , 499-546.		5
27	Education Programme at Eurographics 2009. Computer Graphics Forum, 2009, 28, 1723-1724.	3.0	4
28	Evaluation of user gestures in multi-touch interaction. , 2011, , .		4
29	Improving FTIR based multi-touch sensors with IR shadow tracking. , 2011, , .		4
30	Controlling a planetarium software with a Kinect or in a multi-touch table. , 2013, , .		4
31	Mill and fold: Shape simplification for fabrication. Computers and Graphics, 2019, 80, 17-28.	2.5	3
32	BashDungeon. Multimedia Tools and Applications, 2019, 78, 13731-13746.	3.9	3
33	Automatic Surface Segmentation for Seamless Fabrication Using 4â€axis Milling Machines. Computer Graphics Forum, 2021, 40, 191-203.	3.0	3
34	Natural exploration of 3D models. , 2011, , .		3
35	PAVEL: Decorative Patterns with Packed Volumetric Elements. ACM Transactions on Graphics, 2022, 41, 1-15.	7.2	3
36	Smart Mirror Where I Stand, Who Is the Leanest in the Sand?. Lecture Notes in Computer Science, 2015, , 364-373.	1.3	2

#	Article	IF	Citations
37	Click and share: A face recognition tool for the mobile community. , 2014, , .		1
38	Real‐Time Deformation with Coupled Cages and Skeletons. Computer Graphics Forum, 2020, 39, 19-32.	3.0	1
39	Head and Hand Tracking Devices in Virtual Reality. Medical Radiology, 2002, , 287-292.	0.1	1
40	Talking heads on mobile devices. , 2012, , .		0
41	A multi-touch notice board fostering social interaction. , 2013, , .		0
42	Interactive shops. , 2015, , .		0