

# Riccardo Scateni

## List of Publications by Year in descending order

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Version: 2024-02-01

42  
papers

869  
citations

687363

13  
h-index

552781

26  
g-index

48  
all docs

48  
docs citations

48  
times ranked

497  
citing authors

#	ARTICLE	IF	CITATIONS
1	PAVEL: Decorative Patterns with Packed Volumetric Elements. ACM Transactions on Graphics, 2022, 41, 1-15.	7.2	3
2	Automatic Surface Segmentation for Seamless Fabrication Using 4-axis Milling Machines. Computer Graphics Forum, 2021, 40, 191-203.	3.0	3
3	Generalized adaptive refinement for grid-based hexahedral meshing. ACM Transactions on Graphics, 2021, 40, 1-13.	7.2	9
4	Real-time Deformation with Coupled Cages and Skeletons. Computer Graphics Forum, 2020, 39, 19-32.	3.0	1
5	Fast and robust mesh arrangements using floating-point arithmetic. ACM Transactions on Graphics, 2020, 39, 1-16.	7.2	23
6	QuadMixer. ACM Transactions on Graphics, 2019, 38, 1-13.	7.2	14
7	Skeleton based cage generation guided by harmonic fields. Computers and Graphics, 2019, 81, 140-151.	2.5	5
8	Selective Padding for Polycube-based Hexahedral Meshing. Computer Graphics Forum, 2019, 38, 580-591.	3.0	19
9	Mill and fold: Shape simplification for fabrication. Computers and Graphics, 2019, 80, 17-28.	2.5	3
10	BashDungeon. Multimedia Tools and Applications, 2019, 78, 13731-13746.	3.9	3
11	Axis-Aligned Height-Field Block Decomposition of 3D Shapes. ACM Transactions on Graphics, 2018, 37, 1-15.	7.2	29
12	Fabrication oriented shape decomposition using polycube mapping. Computers and Graphics, 2018, 77, 183-193.	2.5	8
13	Polycube Simplification for Coarse Layouts of Surfaces and Volumes. Computer Graphics Forum, 2016, 35, 11-20.	3.0	34
14	Fitmersive Games. , 2016, , .		24
15	An interactive editor for curve-skeletons: SkeletonLab. Computers and Graphics, 2016, 60, 23-33.	2.5	9
16	Skeleton-driven Adaptive Hexahedral Meshing of Tubular Shapes. Computer Graphics Forum, 2016, 35, 237-246.	3.0	39
17	Speaky Notes Learn languages with augmented reality. , 2015, , .		5
18	Interactive shops. , 2015, , .		0

#	ARTICLE	IF	CITATIONS
19	SuperAvatar Children and mobile tourist guides become friends using superpowered avatars. , 2015, , .		5
20	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
21	WoBo. , 2015, , .		7
22	Smart Mirror Where I Stand, Who Is the Leanest in the Sand?. Lecture Notes in Computer Science, 2015, , 364-373.	1.3	2
23	Click and share: A face recognition tool for the mobile community. , 2014, , .		1
24	Curvature-based blending of closed planar curves. Graphical Models, 2014, 76, 263-272.	2.4	9
25	Extracting curve-skeletons from digital shapes using occluding contours. Visual Computer, 2013, 29, 907-916.	3.5	19
26	PolyCut. ACM Transactions on Graphics, 2013, 32, 1-12.	7.2	81
27	Controlling a planetarium software with a Kinect or in a multi-touch table. , 2013, , .		4
28	A multi-touch notice board fostering social interaction. , 2013, , .		0
29	Talking heads on mobile devices. , 2012, , .		0
30	Motion-based mesh segmentation using augmented silhouettes. Graphical Models, 2012, 74, 164-172.	2.4	6
31	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
32	Evaluation of user gestures in multi-touch interaction. , 2011, , .		4
33	Improving FTIR based multi-touch sensors with IR shadow tracking. , 2011, , .		4
34	Natural exploration of 3D models. , 2011, , .		3
35	Interactive calibration of a multi-projector system in a video-wall multi-touch environment. , 2010, , .		5
36	Education Programme at Eurographics 2009. Computer Graphics Forum, 2009, 28, 1723-1724.	3.0	4

#	ARTICLE	IF	CITATIONS
37	Head and Hand Tracking Devices in Virtual Reality. Medical Radiology, 2002, , 287-292.	0.1	1
38	Decreasing isosurface complexity via discrete fitting. Computer Aided Geometric Design, 2000, 17, 207-232.	1.2	13
39	A modified look-up table for implicit disambiguation of Marching Cubes. Visual Computer, 1994, 10, 353-355.	3.5	162
40	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
41	Visualization Techniques for Science and Engineering. , 1989, , 499-546.		5
42	Discretized Marching Cubes. , 0, , .		54