Enhua Wu

List of Publications by Year
in descending order

83 papers	4,339 citations	949033 11 h-index	198040 52 g-index
85 all docs	85 docs citations	85 times ranked	3909 citing authors

#	Article	IF	Citations
1	GhostNets on Heterogeneous Devices via Cheap Operations. International Journal of Computer Vision, 2022, 130, 1050-1069.	10.9	50
2	Compensating the vorticity loss during advection with an adaptive vorticity confinement force. Computer Animation and Virtual Worlds, 2021, 32, .	0.7	1
3	Stains on imperfect textile. Virtual Reality & Intelligent Hardware, 2021, 3, 142-155.	1.8	0
4	AFFâ€Dehazing: Attentionâ€based feature fusion network for lowâ€light image Dehazing. Computer Animation and Virtual Worlds, 2021, 32, e2011.	0.7	10
5	GPSD: generative parking spot detection using multi-clue recovery model. Visual Computer, 2021, 37, 2657-2669.	2.5	16
6	Squeeze-and-Excitation Networks. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2020, 42, 2011-2023.	9.7	3,751
7	Depth-Aware Motion Deblurring Using Loopy Belief Propagation. IEEE Transactions on Circuits and Systems for Video Technology, 2020, 30, 955-969.	5.6	20
8	Detail-preserving smoke simulation using an efficient high-order numerical scheme. Science China Information Sciences, 2020, 63, 1.	2.7	1
9	An improved solution for deformation simulation of nonorthotropic geometric models. Computer Animation and Virtual Worlds, 2020, 31, e1915.	0.7	2
10	Brushwork master: Chinese ink painting synthesis for animating brushwork process. Computer Animation and Virtual Worlds, 2020, 31, e1949.	0.7	3
11	Simulation of multi-solvent stains on textile. Visual Computer, 2020, 36, 2005-2016.	2.5	2
12	Simplified non-locally dense network for single-image dehazing. Visual Computer, 2020, 36, 2189-2200.	2.5	14
13	Embedding 3D models in offline physical environments. Computer Animation and Virtual Worlds, 2020, 31, e1959.	0.7	5
14	Animating turbulent fluid with a robust and efficient highâ€order advection method. Computer Animation and Virtual Worlds, 2020, 31, e1951.	0.7	2
15	Simulation of Textile Stains. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2471-2481.	2.9	7
16	SRNPD: Spatial rendering network for pencil drawing stylization. Computer Animation and Virtual Worlds, 2019, 30, e1890.	0.7	2
17	Multiviewâ€coherent disocclusion synthesis using connected regions optimization. Computer Animation and Virtual Worlds, 2019, 30, e1894.	0.7	0
18	Efficient PatchMatch-Based Synthesis for Cartoon Animation. IEEE Access, 2019, 7, 31262-31272.	2.6	3

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19	Multilevel Model for Video Object Segmentation Based on Supervision Optimization. IEEE Transactions on Multimedia, 2019, 21, 1934-1945.	5.2	16
20	Projective Peridynamics for Modeling Versatile Elastoplastic Materials. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2589-2599.	2.9	16
21	Efficient frame-sequential label propagation for video object segmentation. Multimedia Tools and Applications, 2018, 77, 6117-6133.	2.6	4
22	A novel surface tension formulation for SPH fluid simulation. Visual Computer, 2017, 33, 597-606.	2.5	6
23	Incremental collision-free feathering for animated surfaces. Visual Computer, 2017, 33, 883-890.	2.5	1
24	Salient region detection via unit boundary distribution and energy optimization. Multimedia Tools and Applications, 2017, 76, 12735-12755.	2.6	0
25	Temporal Coherent Video Decolorization Using Proximity Optimization. , 2016, , .		3
26	Robust dense reconstruction by range merging based on confidence estimation. Science China Information Sciences, 2016, 59, 1.	2.7	44
27	A New Surface Tension Formulation for SPH. , 2015, , .		1
28	An Efficient Feathering System with Collision Control. Computer Graphics Forum, 2015, 34, 279-288.	1.8	2
29	Parallel‐optimizing SPH fluid simulation for realistic VR environments. Computer Animation and Virtual Worlds, 2015, 26, 43-54.	0.7	6
30	Multi-Level Discriminative Dictionary Learning With Application to Large Scale Image Classification. IEEE Transactions on Image Processing, 2015, 24, 3109-3123.	6.0	51
31	Structure-aware QR Code abstraction. Visual Computer, 2015, 31, 1123-1133.	2.5	9
32	Robust interactive image segmentation via graph-based manifold ranking. Computational Visual Media, 2015, 1, 183-195.	10.8	20
33	Real-time and robust hand tracking with a single depth camera. Visual Computer, 2014, 30, 1133-1144.	2.5	17
34	Real‐time generation of smoothed‐particle hydrodynamics‐based special effects in character animation. Computer Animation and Virtual Worlds, 2014, 25, 185-198.	0.7	4
35	Dynamic BFECC Characteristic Mapping method for fluid simulations. Visual Computer, 2014, 30, 787-796.	2.5	3
36	Accurate and efficient cross-domain visual matching leveraging multiple feature representations. Visual Computer, 2013, 29, 565-575.	2.5	3

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37	Robust image metamorphosis immune from ghost and blur. Visual Computer, 2013, 29, 311-321.	2.5	9
38	Coherence-enhancing line drawing for color images. Science China Information Sciences, 2013, 56, 1-11.	2.7	1
39	Live accurate and dense reconstruction from a handheld camera. Computer Animation and Virtual Worlds, 2013, 24, 387-397.	0.7	4
40	Relighting abstracted image via salient edge–guided luminance field optimization. Computer Animation and Virtual Worlds, 2013, 24, 265-274.	0.7	0
41	Interactive coupling between a tree and raindrops. Computer Animation and Virtual Worlds, 2012, 23, 267-277.	0.7	3
42	A particle-based method for granular flow simulation. Science China Information Sciences, 2012, 55, 1062-1072.	2.7	6
43	High viscosity fluid simulation using particle-based method. , 2011, , .		3
44	Realistic, fast, and controllable simulation of solid combustion. Computer Animation and Virtual Worlds, 2011, 22, 125-132.	0.7	4
45	A GPU-based matting Laplacian solver for high resolution image matting. Visual Computer, 2010, 26, 943-950.	2.5	10
46	An improved method for progressive animation models generation. Science China Information Sciences, 2010, 53, 1312-1321.	2.7	1
47	Realtime Simulation of Burning Solids on GPU with CUDA. , 2010, , .		1
48	Time-varying clustering for local lighting and material design. Science in China Series F: Information Sciences, 2009, 52, 445-456.	1.1	1
49	Texture synthesis via the matching compatibility between patches. Science in China Series F: Information Sciences, 2009, 52, 512-522.	1.1	7
50	An improved method for generating multiresolution animation models. , 2009, , .		1
51	Bubble creation and multi-fluids interaction. , 2009, , .		0
52	A Fast Method for Real-time Computation of Approximated Global Illumination. , 2009, , .		0
53	Particle Importance Based Fluid Simulation. , 2009, , .		1
54	Basic research in computer science and software engineering at SKLCS. Frontiers of Computer Science, 2008, 2, 1-11.	0.6	1

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55	Generating Mutiresolution Models for Deforming Surfaces Based on Shape Feature Analysis. , 2008, , .		0
56	Line Clipping by Managing Polygon Edges in Convex Polylines. Journal of Graphics Tools, 2008, 13, 55-71.	0.5	0
57	Approximation for Deforming Surface Sequence Based on Triangle Optimization. , 2008, , .		1
58	Feature Analysis and Texture Synthesis. , 2007, , .		2
59	B-spline Surfaces of Clustered Point Sets with Normal Maps. , 2007, , .		0
60	Unified Volumes for Light Shaft and Shadow with Scattering. , 2007, , .		7
61	Progressive Deformation Based Approximation for Deforming Meshes. , 2007, , .		0
62	Physically Based Simulation of Fluid Mixtures. , 2007, , .		0
63	Simulation and interaction of fluid dynamics. Visual Computer, 2007, 23, 299-308.	2.5	4
64	Simulation of Fluid Dynamics and Interactions. , 2006, , .		1
65	A Simulink-to-FPGA Co-Design of Encryption Module. , 2006, , .		2
66	View-dependent refinement of multiresolution meshes using programmable graphics hardware. Visual Computer, 2006, 22, 424-433.	2.5	14
67	PHYSICALLY BASED ANIMATION FROM MOTION CAPTURED DATA â€" AN ANIMATION FOR MACAO 2005 EAST ASIAN GAMES. , 2005, , .		0
68	An improved study of real-time fluid simulation on GPU. Computer Animation and Virtual Worlds, 2004, 15, 139-146.	0.7	42
69	Accelerated backward warping. Journal of Computer Science and Technology, 2003, 18, 48-55.	0.9	4
70	A SINGLE-PASS APPROACH TO ADAPTIVE SIMPLIFICATION OF OUT-OF-CORE MODELS. International Journal of Image and Graphics, 2003, 03, 291-309.	1.2	2
71	An Adaptive Sampling Scheme for Out-of-Core Simplification. Computer Graphics Forum, 2002, 21, 111-118.	1.8	7
72	Photorealistic rendering of knitwear using the lumislice. , 2001, , .		54

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73	Hair image generation using connected texels. Journal of Computer Science and Technology, 2001, 16, 341-350.	0.9	0
74	Leaf movement simulation. Journal of Computer Science and Technology, 2001, 16, 189-192.	0.9	2
75	Adaptable Splatting for Irregular Volume Rendering. Computer Graphics Forum, 1999, 18, 213-222.	1.8	4
76	An image-based virtual reality prototype system. Journal of Computer Science and Technology, 1998, 13, 475-480.	0.9	1
77	Point representation augmented to surface reconstruction in image-based VR. , 0, , .		1
78	Feature-based visibility-driven CLOD for terrain. , 0, , .		4
79	P-quadtrees: a point and polygon hybrid multi-resolution rendering approach. , 0, , .		0
80	Real-time 3D fluid simulation on GPU with complex obstacles. , 0, , .		32
81	A Hybrid Scheme of Texture Synthesis for Capturing Macro & Micro Structures. , 0, , .		0
82	Dynamic LOD on GPU. , 0, , .		3
83	Squeeze-and-Excitation Networks. , 0, .		1