Wang, Wp

List of Publications by Year
in descending order

76 papers	1,633 citations	361413 20 h-index	330143 37 g-index
76 all docs	76 docs citations	76 times ranked	1130 citing authors

#	Article	IF	Citations
1	Restricted Delaunay Triangulation for Explicit Surface Reconstruction. ACM Transactions on Graphics, 2022, 41, 1-20.	7.2	5
2	Coverage Axis: Inner Point Selection for 3D Shape Skeletonization. Computer Graphics Forum, 2022, 41, 419-432.	3.0	7
3	Failure Handling of Robotic Pick and Place Tasks With Multimodal Cues Under Partial Object Occlusion. Frontiers in Neurorobotics, 2021, 15, 570507.	2.8	3
4	Highly anisotropic and flexible piezoceramic kirigami for preventing joint disorders. Science Advances, 2021, 7, .	10.3	88
5	TSegNet: An efficient and accurate tooth segmentation network on 3D dental model. Medical Image Analysis, 2021, 69, 101949.	11.6	69
6	Neural Modelling of Flower Basâ€relief from 2D Line Drawing. Computer Graphics Forum, 2021, 40, 288-303.	3.0	2
7	Anthropometricï»¿ accuracy of three-dimensional average faces compared to conventional facial measurements. Scientific Reports, 2021, 11, 12254.	3.3	4
8	A Multimodal Hydrogel Soft-Robotic Sensor for Multi-Functional Perception. Frontiers in Robotics and AI, 2021, 8, 692754.	3.2	5
9	Point2Skeleton: Learning Skeletal Representations from Point Clouds. , 2021, , .		23
10	SEG-MAT: 3D Shape Segmentation Using Medial Axis Transform. IEEE Transactions on Visualization and Computer Graphics, 2020, PP, 1-1.	4.4	14
11	Robust Computation of 3D Apollonius Diagrams. Computer Graphics Forum, 2020, 39, 43-55.	3.0	4
12	SRFâ€Net: Spatial Relationship Feature Network for Tooth Point Cloud Classification. Computer Graphics Forum, 2020, 39, 267-277.	3.0	4
13	A Deep Residual Network for Geometric Decontouring. Computer Graphics Forum, 2020, 39, 27-41.	3.0	0
14	From 2.5D Basâ€relief to 3D Portrait Model. Computer Graphics Forum, 2020, 39, 258-268.	3.0	1
15	P2MAT-NET: Learning medial axis transform from sparse point clouds. Computer Aided Geometric Design, 2020, 80, 101874.	1.2	12
16	A Hybrid Underwater Manipulator System With Intuitive Muscle-Level sEMG Mapping Control. IEEE Robotics and Automation Letters, 2020, 5, 3198-3205.	5.1	10
17	An Underwater Robotic Manipulator with Soft Bladders and Compact Depth-Independent Actuation. Soft Robotics, 2020, 7, 535-549.	8.0	43
18	Posing 3D Characters in Virtual Reality Through In-the-Air Sketches. Communications in Computer and Information Science, 2020, , 51-61.	0.5	4

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19	MAT-Net: Medial Axis Transform Network for 3D Object Recognition. , 2019, , .		6
20	Intuitive Control of Humanoid Soft-Robotic Hand BCL-13. , 2018, , .		15
21	Functional data approximation on bounded domains using polygonal finite elements. Computer Aided Geometric Design, 2018, 63, 149-163.	1.2	6
22	Superpixels by Bilateral Geodesic Distance. IEEE Transactions on Circuits and Systems for Video Technology, 2017, 27, 2281-2293.	8.3	14
23	Structure descriptor for surface passivation in the simulation of atomistic models. Science China Information Sciences, 2017, 60, 1.	4.3	0
24	Proxemic group behaviors using reciprocal multi-agent navigation. , 2016, , .		19
25	Adaptive Basâ€relief Generation from 3D Object under Illumination. Computer Graphics Forum, 2016, 35, 311-321.	3.0	25
26	Autonomous Deployment for Load Balancing <inline-formula> <tex-math notation="TeX">k</tex-math></inline-formula>-Surface Coverage in Sensor Networks. IEEE Transactions on Wireless Communications, 2015, 14, 279-293.	9.2	42
27	Q-MAT. ACM Transactions on Graphics, 2015, 35, 1-16.	7.2	54
28	Reprojection of textured depth map for network rendering. , 2014, , .		0
29	Spectral Analysis on Medial Axis of 2D Shapes. Computer Graphics Forum, 2014, 33, 109-120.	3.0	3
30	SCaLE: Supervised and Cascaded Laplacian Eigenmaps for Visual Object Recognition Based on Nearest Neighbors. , 2013, , .		23
31	Isotropic Surface Remeshing Using Constrained Centroidal Delaunay Mesh. Computer Graphics Forum, 2012, 31, 2077-2085.	3.0	18
32	Generalized Voronoi Diagram Computation on GPU. , 2011, , .		12
33	Visibility-Based Coverage of Mobile Sensors in Non-convex Domains. , 2011, , .		10
34	Fast Updating of Delaunay Triangulation of Moving Points by Biâ€cell Filtering. Computer Graphics Forum, 2010, 29, 2233-2242.	3.0	3
35	Quality in Conference Publishing. IEEE Transactions on Professional Communication, 2009, 52, 183-196.	0.8	5
36	Editorial: Special issue on geometric modeling (Dagstuhl 2008). Computing (Vienna/New York), 2009, 86, 71-72.	4.8	0

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37	Isotropic Remeshing with Fast and Exact Computation of Restricted Voronoi Diagram. Computer Graphics Forum, 2009, 28, 1445-1454.	3.0	142
38	Computing singular points of plane rational curves. Journal of Symbolic Computation, 2008, 43, 92-117.	0.8	49
39	Fitting Sharp Features with Loop Subdivision Surfaces. Computer Graphics Forum, 2008, 27, 1383-1391.	3.0	12
40	Silhouette Smoothing for Real-Time Rendering of Mesh Surfaces. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 640-652.	4.4	5
41	Guest Editors' Introduction: Special Section on Virtual Reality. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 420-421.	4.4	0
42	Design and Analysis of Optimization Methods for Subdivision Surface Fitting. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 878-890.	4.4	20
43	Variational 3D Shape Segmentation for Bounding Volume Computation. Computer Graphics Forum, 2007, 26, 329-338.	3.0	27
44	Quadric Surface Extraction by Variational Shape Approximation. Lecture Notes in Computer Science, 2006, , 73-86.	1.3	50
45	USING INVARIANTS TO EXTRACT GEOMETRIC CHARACTERISTICS OF CONIC SECTIONS FROM RATIONAL QUADRATIC PARAMETERIZATIONS. International Journal of Computational Geometry and Applications, 2004, 14, 161-187.	0.5	7
46	Control point adjustment for B-spline curve approximation. CAD Computer Aided Design, 2004, 36, 639-652.	2.7	131
47	Efficient example-based painting and synthesis of 2D directional texture. IEEE Transactions on Visualization and Computer Graphics, 2004, 10, 266-277.	4.4	67
48	On intrinsic representations of 3D polygons for shape blending. Computers and Graphics, 2003, 27, 133-141.	2.5	0
49	The shape of spherical quartics. Computer Aided Geometric Design, 2003, 20, 621-636.	1.2	9
50	Using low-discrepancy sequences and the Crofton formula to compute surface areas of geometric models. CAD Computer Aided Design, 2003, 35, 771-782.	2.7	24
51	Revisiting the Î¼-basis of a rational ruled surface. Journal of Symbolic Computation, 2003, 36, 699-716.	0.8	40
52	Computing real inflection points of cubic algebraic curves. Computer Aided Geometric Design, 2003, 20, 101-117.	1.2	8
53	Enhancing Levin's method for computing quadric-surface intersections. Computer Aided Geometric Design, 2003, 20, 401-422.	1.2	39
54	Interleaving radiosity. Journal of Computer Science and Technology, 2002, 17, 1-8.	1.5	3

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55	The μ-basis of a planar rational curve—properties and computation. Graphical Models, 2002, 64, 368-381.	2.4	38
56	Computing quadric surface intersections based on an analysis of plane cubic curves. Graphical Models, 2002, 64, 335-367.	2.4	35
57	A sufficient condition for a wire-frame representing a solid modeling uniquely. Journal of Computer Science and Technology, 2001, 16, 595-598.	1.5	1
58	An algebraic condition for the separation of two ellipsoids. Computer Aided Geometric Design, 2001, 18, 531-539.	1.2	136
59	COMPUTING AN ALMOST MINIMUM SET OF SPANNING LINE SEGMENTS OF A POLYHEDRON. International Journal of Computational Geometry and Applications, 2001, 11, 475-485.	0.5	1
60	Existence and computation of spherical rational quartic curves for Hermite interpolation. Visual Computer, 2000, 16, 187-196.	3.5	7
61	Efficiently Rendering Large Volume Data Using Texture Mapping Hardware. Eurographics, 1999, , 121-132.	0.4	11
62	Rational Quadratic Parameterizations of Quadrics. International Journal of Computational Geometry and Applications, 1997, 07, 599-619.	0.5	12
63	Interpolation on quadric surfaces with rational quadratic spline curves. Computer Aided Geometric Design, 1997, 14, 207-230.	1.2	15
64	Interpolating Polyhedral Models Using Intrinsic Shape Parameters. Computer Animation and Virtual Worlds, 1997, 8, 81-96.	0.9	24
65	Robust computation of the rotation minimizing frame for sweep surface modeling. CAD Computer Aided Design, 1997, 29, 379-391.	2.7	75
66	Quick collision detection of polytopes in virtual environments. , 1996, , .		44
67	A genetic algorithm for the minimum weight triangulation. , 0, , .		7
68	Representing spheres and ellipsoids using periodic NURBS surfaces with fewer control vertices. , 0, , .		0
69	Design of a walkthrough system for indoor environments from floor plans. , 0, , .		3
70	Probabilistic segmentation of volume data for visualization using SOM-PNN classifier. , 0, , .		0
71	Classifying the nonsingular intersection curve of two quadric surfaces. , 0, , .		3
72	Exact collision detection of two moving ellipsoids under rational motions. , 0, , .		4

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73	Fitting subdivision surfaces to unorganized point data using SDM. , 0, , .		16
74	Reconstructing B-spline Curves from Point Clouds--A Tangential Flow Approach Using Least Squares Minimization. , 0, , .		10
75	Rod-Like Trabeculae Extraction from Cancellous Bone Microstructure using Topological Analysis. , 0, , .		0
76	Efficient continuous collision detection for bounding boxes under rational motion. , 0, , .		5