

Yong-Jin Liu

List of Publications by Year in descending order

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212478

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2971
citing authors

#	ARTICLE	IF	CITATIONS
1	CPED: A Chinese Positive Emotion Database for Emotion Elicitation and Analysis. IEEE Transactions on Affective Computing, 2023, 14, 1417-1430.	5.7	5
2	SparseDGCNN: Recognizing Emotion From Multichannel EEG Signals. IEEE Transactions on Affective Computing, 2023, 14, 537-548.	5.7	40
3	Multi-Target Positive Emotion Recognition From EEG Signals. IEEE Transactions on Affective Computing, 2023, 14, 370-381.	5.7	13
4	3D-CariGAN: An End-to-End Solution to 3D Caricature Generation From Normal Face Photos. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 2203-2210.	2.9	8
5	Quality Metric Guided Portrait Line Drawing Generation From Unpaired Training Data. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2023, 45, 905-918.	9.7	11
6	Emotion Distribution Learning Based on Peripheral Physiological Signals. IEEE Transactions on Affective Computing, 2023, 14, 2470-2483.	5.7	1
7	PPR-Net++: Accurate 6-D Pose Estimation in Stacked Scenarios. IEEE Transactions on Automation Science and Engineering, 2022, 19, 3139-3151.	3.4	7
8	E-effective: A Visual Analytic System for Exploring the Emotion and Effectiveness of Inspirational Speeches. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 508-517.	2.9	6
9	GAN-Based Multi-Style Photo Cartoonization. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 3376-3390.	2.9	7
10	NPRportrait 1.0: A three-level benchmark for non-photorealistic rendering of portraits. Computational Visual Media, 2022, 8, 445-465.	10.8	4
11	A multi-axis robot-based bioprinting system supporting natural cell function preservation and cardiac tissue fabrication. Bioactive Materials, 2022, 18, 138-150.	8.6	21
12	SceneSketcher-v2: Fine-Grained Scene-Level Sketch-Based Image Retrieval Using Adaptive GCNs. IEEE Transactions on Image Processing, 2022, 31, 3737-3751.	6.0	5
13	Deep Reinforcement Learning for Robot Collision Avoidance With Self-State-Attention and Sensor Fusion. IEEE Robotics and Automation Letters, 2022, 7, 6886-6893.	3.3	19
14	A Double Branch Next-Best-View Network and Novel Robot System for Active Object Reconstruction. , 2022, , .		0
15	SketchMaker: Sketch Extraction and Reuse for Interactive Scene Sketch Composition. ACM Transactions on Interactive Intelligent Systems, 2022, 12, 1-26.	2.6	3
16	Line Drawings for Face Portraits From Photos Using Global and Local Structure Based GANs. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, 43, 3462-3475.	9.7	16
17	Inter-Brain EEG Feature Extraction and Analysis for Continuous Implicit Emotion Tagging During Video Watching. IEEE Transactions on Affective Computing, 2021, 12, 92-102.	5.7	45
18	Automatic Sitting Pose Generation for Ergonomic Ratings of Chairs. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 1890-1903.	2.9	5

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19	Video-based Facial Micro-Expression Analysis: A Survey of Datasets, Features and Algorithms. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, PP, 1-1.	9.7	82
20	The Influence of Key Facial Features on Recognition of Emotion in Cartoon Faces. Frontiers in Psychology, 2021, 12, 687974.	1.1	5
21	GPU-Based Supervoxel Generation With a Novel Anisotropic Metric. IEEE Transactions on Image Processing, 2021, 30, 8847-8860.	6.0	3
22	Efficient SE(3) Reachability Map Generation via Interplanar Integration of Intra-planar Convolutions. , 2021, , .		2
23	Poisson Vector Graphics (PVG)-Guided Face Color Transfer in Videos. IEEE Computer Graphics and Applications, 2021, 41, 152-163.	1.0	1
24	Poisson Vector Graphics (PVG). IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 1361-1371.	2.9	13
25	Interactions With Reconfigurable Modular Robots Enhance Spatial Reasoning Performance. IEEE Transactions on Cognitive and Developmental Systems, 2020, 12, 300-310.	2.6	2
26	Ranking-Preserving Cross-Source Learning for Image Retargeting Quality Assessment. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2020, 42, 1798-1805.	9.7	7
27	General Support-Effective Decomposition for Multi-Directional 3-D Printing. IEEE Transactions on Automation Science and Engineering, 2020, 17, 599-610.	3.4	46
28	Learning to Accelerate Decomposition for Multi-Directional 3D Printing. IEEE Robotics and Automation Letters, 2020, 5, 5897-5904.	3.3	7
29	View planning in robot active vision: A survey of systems, algorithms, and applications. Computational Visual Media, 2020, 6, 225-245.	10.8	37
30	Towards Better Generalization: Joint Depth-Pose Learning Without PoseNet. , 2020, , .		104
31	Dirichlet energy of Delaunay meshes and intrinsic Delaunay triangulations. CAD Computer Aided Design, 2020, 126, 102851.	1.4	8
32	Feature-Aware Uniform Tessellations on Video Manifold for Content-Sensitive Supervoxels. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2020, 43, 1-1.	9.7	5
33	PC-NBV: A Point Cloud Based Deep Network for Efficient Next Best View Planning. , 2020, , .		19
34	SceneSketcher: Fine-Grained Image Retrieval with Scene Sketches. Lecture Notes in Computer Science, 2020, , 718-734.	1.0	18
35	Configuration Space Decomposition for Learning-based Collision Checking in High-DOF Robots. , 2020, , .		4
36	Plant Phenotyping by Deep-Learning-Based Planner for Multi-Robots. IEEE Robotics and Automation Letters, 2019, 4, 3113-3120.	3.3	42

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37	NP-completeness of optimal planning problem for modular robots. <i>Autonomous Robots</i> , 2019, 43, 2261-2270.	3.2	6
38	An Adaptive Filter for Deep Learning Networks on Large-Scale Point Cloud. , 2019, , .		0
39	LineUp. <i>ACM Transactions on Graphics</i> , 2019, 38, 1-16.	4.9	14
40	DE-Path: A Differential-Evolution-Based Method for Computing Energy-Minimizing Paths on Surfaces. <i>CAD Computer Aided Design</i> , 2019, 114, 73-81.	1.4	6
41	Vectorization Based Color Transfer for Portrait Images. <i>CAD Computer Aided Design</i> , 2019, 115, 111-121.	1.4	9
42	fNIRS Evidence for Recognizably Different Positive Emotions. <i>Frontiers in Human Neuroscience</i> , 2019, 13, 120.	1.0	83
43	Energy-Efficient Coverage Path Planning for General Terrain Surfaces. <i>IEEE Robotics and Automation Letters</i> , 2019, 4, 2584-2591.	3.3	24
44	Fast Computation of Content-Sensitive Superpixels and Supervoxels Using Q-Distances. , 2019, , .		10
45	APDrawingGAN: Generating Artistic Portrait Drawings From Face Photos With Hierarchical GANs. , 2019, , .		93
46	The Disentangled Sub-Processes Involved in Implied Motion Contributing to Food Freshness: The Neural Evidence from ERPs. , 2019, 15, 185-198.		2
47	A Multi-robot System for High-Throughput Plant Phenotyping. <i>Communications in Computer and Information Science</i> , 2019, , 524-533.	0.4	1
48	Support-Free Hollowing. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2018, 24, 2787-2798.	2.9	34
49	Delta DLP 3-D Printing of Large Models. <i>IEEE Transactions on Automation Science and Engineering</i> , 2018, 15, 1193-1204.	3.4	14
50	Human experienceâ€“inspired path planning for robots. <i>International Journal of Advanced Robotic Systems</i> , 2018, 15, 172988141875704.	1.3	8
51	Real-Time Movie-Induced Discrete Emotion Recognition from EEG Signals. <i>IEEE Transactions on Affective Computing</i> , 2018, 9, 550-562.	5.7	216
52	Intrinsic Manifold SLIC: A Simple and Efficient Method for Computing Content-Sensitive Superpixels. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2018, 40, 653-666.	9.7	73
53	CartoonGAN: Generative Adversarial Networks for Photo Cartoonization. , 2018, , .		221
54	Evaluation on the Compactness of Supervoxels. , 2018, , .		2

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55	Content-Sensitive Supervoxels via Uniform Tessellations on Video Manifolds. , 2018, , .		6
56	CFD: A Collaborative Feature Difference Method for Spontaneous Micro-Expression Spotting. , 2018, , .		13
57	Decorating 3D models with Poisson vector graphics. CAD Computer Aided Design, 2018, 102, 1-11.	1.4	1
58	Micro-expression recognition with small sample size by transferring long-term convolutional neural network. Neurocomputing, 2018, 312, 251-262.	3.5	91
59	Sparse MDMO: Learning a Discriminative Feature for Spontaneous Micro-Expression Recognition. IEEE Transactions on Affective Computing, 2018, , 1-1.	5.7	42
60	Support-free volume printing by multi-axis motion. ACM Transactions on Graphics, 2018, 37, 1-14.	4.9	137
61	Path planning for self-reconfigurable modular robots: a survey. Scientia Sinica Informationis, 2018, 48, 143-176.	0.2	5
62	Objective Quality Prediction of Image Retargeting Algorithms. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1099-1110.	2.9	49
63	Constructing Intrinsic Delaunay Triangulations from the Dual of Geodesic Voronoi Diagrams. ACM Transactions on Graphics, 2017, 36, 1-15.	4.9	17
64	Cross section-based hollowing and structural enhancement. Visual Computer, 2017, 33, 949-960.	2.5	7
65	Space complexity of exact discrete geodesic algorithms on regular triangulations. Information Processing Letters, 2017, 124, 10-14.	0.4	1
66	RoboFDM: A robotic system for support-free fabrication using FDM. , 2017, , .		61
67	EasySRRobot: An easy-to-build self-reconfigurable robot with optimized design. , 2017, , .		4
68	Neural Correlates of Subjective Awareness for Natural Scene Categorization of Color Photographs and Line-Drawings. Frontiers in Psychology, 2017, 08, 210.	1.1	8
69	SPH-based simulation of liquid wetting across textile materials. Communications in Information and Systems, 2017, 17, 147-169.	0.3	0
70	Manifold SLIC: A Fast Method to Compute Content-Sensitive Superpixels. , 2016, , .		89
71	Delta DLP 3D printing with large size. , 2016, , .		9
72	Manifold differential evolution (MDE). ACM Transactions on Graphics, 2016, 35, 1-10.	4.9	44

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73	An Interactive SpiralTape Video Summarization. IEEE Transactions on Multimedia, 2016, 18, 1269-1282.	5.2	13
74	Visualizing and Analyzing Video Content With Interactive Scalable Maps. IEEE Transactions on Multimedia, 2016, 18, 2171-2183.	5.2	7
75	Neural activity associated with attention orienting triggered by implied action cues. Brain Research, 2016, 1642, 353-363.	1.1	4
76	The role of edge-based and surface-based information in natural scene categorization: Evidence from behavior and event-related potentials. Consciousness and Cognition, 2016, 43, 152-166.	0.8	11
77	A Robust Divide and Conquer Algorithm for Progressive Medial Axes of Planar Shapes. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 2522-2536.	2.9	3
78	A Main Directional Mean Optical Flow Feature for Spontaneous Micro-Expression Recognition. IEEE Transactions on Affective Computing, 2016, 7, 299-310.	5.7	298
79	Styling Evolution for Tight-Fitting Garments. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1580-1591.	2.9	26
80	A PMJ-inspired cognitive framework for natural scene categorization in line drawings. Neurocomputing, 2016, 173, 2041-2048.	3.5	4
81	Solving the initial value problem of discrete geodesics. CAD Computer Aided Design, 2016, 70, 144-152.	1.4	9
82	A unified framework for isotropic meshing based on narrow-band Euclidean distance transformation. Computational Visual Media, 2015, 1, 239-251.	10.8	15
83	Fast Wavefront Propagation (FWP) for Computing Exact Geodesic Distances on Meshes. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 822-834.	2.9	46
84	Semi-Continuity of Skeletons in Two-Manifold and Discrete Voronoi Approximation. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2015, 37, 1938-1944.	9.7	19
85	Intrinsic computation of centroidal Voronoi tessellation (CVT) on meshes. CAD Computer Aided Design, 2015, 58, 51-61.	1.4	55
86	Approximate Delaunay mesh reconstruction and quality estimation from point samples. Journal of Computational and Applied Mathematics, 2015, 274, 23-34.	1.1	6
87	CASME II: An Improved Spontaneous Micro-Expression Database and the Baseline Evaluation. PLoS ONE, 2014, 9, e86041.	1.1	542
88	A Sketch-Based Approach for Interactive Organization of Video Clips. ACM Transactions on Multimedia Computing, Communications and Applications, 2014, 11, 1-21.	3.0	10
89	Polyline-sourced Geodesic Voronoi Diagrams on Triangle Meshes. Computer Graphics Forum, 2014, 33, 161-170.	1.8	14
90	For micro-expression recognition: Database and suggestions. Neurocomputing, 2014, 136, 82-87.	3.5	46

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91	Sketch2Jewelry: Semantic feature modeling for sketch-based jewelry design. Computers and Graphics, 2014, 38, 69-77.	1.4	13
92	A global energy optimization framework for 2.1D sketch extraction from monocular images. Graphical Models, 2014, 76, 507-521.	1.1	17
93	Variational Discrete Developable Surface Interpolation. Journal of Computing and Information Science in Engineering, 2014, 14, .	1.7	0
94	Optimal-Scaling-Factor Assignment for Patch-wise Image Retargeting. IEEE Computer Graphics and Applications, 2013, 33, 68-78.	1.0	9
95	Collaborative Interaction for Videos on Mobile Devices Based on Sketch Gestures. Journal of Computer Science and Technology, 2013, 28, 810-817.	0.9	8
96	CASME database: A dataset of spontaneous micro-expressions collected from neutralized faces. , 2013, , .		48
97	Cylinder Detection in Large-Scale Point Cloud of Pipeline Plant. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1700-1707.	2.9	71
98	Exact geodesic metric in 2-manifold triangle meshes using edge-based data structures. CAD Computer Aided Design, 2013, 45, 695-704.	1.4	29
99	The complexity of geodesic Voronoi diagrams on triangulated 2-manifold surfaces. Information Processing Letters, 2013, 113, 132-136.	0.4	10
100	User-Adaptive Sketch-Based 3-D CAD Model Retrieval. IEEE Transactions on Automation Science and Engineering, 2013, 10, 783-795.	3.4	46
101	Sketch-Based Annotation and Visualization in Video Authoring. IEEE Transactions on Multimedia, 2012, 14, 1153-1165.	5.2	27
102	-Complex: Efficient non-manifold boundary representation with inclusion topology. CAD Computer Aided Design, 2012, 44, 1115-1126.	1.4	7
103	Least squares quasi-developable mesh approximation. Computer Aided Geometric Design, 2012, 29, 565-578.	0.5	19
104	3D model retrieval based on color + geometry signatures. Visual Computer, 2012, 28, 75-86.	2.5	26
105	2D-Line-Drawing-Based 3D Object Recognition. Lecture Notes in Computer Science, 2012, , 146-153.	1.0	5
106	Delaunay/Voronoi Dual Representation of Smooth 2-Manifolds. , 2011, , .		0
107	2-Manifold Surface Sampling and Quality Estimation of Reconstructed Meshes. , 2011, , .		1
108	Construction of Iso-Contours, Bisectors, and Voronoi Diagrams on Triangulated Surfaces. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2011, 33, 1502-1517.	9.7	81

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109	Image Retargeting Quality Assessment. Computer Graphics Forum, 2011, 30, 583-592.	1.8	92
110	EasyToy: Plush Toy Design Using Editable Sketching Curves. IEEE Computer Graphics and Applications, 2011, 31, 49-57.	1.0	25
111	Industrial design using interpolatory discrete developable surfaces. CAD Computer Aided Design, 2011, 43, 1089-1098.	1.4	28
112	KnitSketch: A Sketch Pad for Conceptual Design of 2D Garment Patterns. IEEE Transactions on Automation Science and Engineering, 2011, 8, 431-437.	3.4	21
113	Some notes on maximal arc intersection of spherical polygons: its \mathcal{NP} -hardness and approximation algorithms. Visual Computer, 2010, 26, 287-292.	2.5	0
114	A survey on CAD methods in 3D garment design. Computers in Industry, 2010, 61, 576-593.	5.7	121
115	A Semantic Feature Model in Concurrent Engineering. IEEE Transactions on Automation Science and Engineering, 2010, 7, 659-665.	3.4	28
116	ON THE EVALUATION OF PROGRESSIVE POINT-SAMPLED GEOMETRY. International Journal of Image and Graphics, 2010, 10, 73-91.	1.2	0
117	A new representation of Chinese chess board. , 2009, , .		0
118	NURBS curve blending using extension. Journal of Zhejiang University: Science A, 2009, 10, 570-576.	1.3	7
119	A semantic feature language for concurrent engineering. , 2009, , .		0
120	On the performance of maximal intersection of spherical polygons by arcs. , 2009, , .		0
121	Stripification of Free-Form Surfaces With Global Error Bounds for Developable Approximation. IEEE Transactions on Automation Science and Engineering, 2009, 6, 700-709.	3.4	32
122	Geometry-optimized virtual human head and its applications. Computers and Graphics, 2008, 32, 624-631.	1.4	0
123	Fairing wireframes in industrial surface design. , 2008, , .		1
124	Planar Shape Matching and Feature Extraction Using Shape Profile. , 2008, , 358-369.		1
125	A New Canonical Model of Virtual Human Head. , 2007, , .		0
126	Developable Strip Approximation of Parametric Surfaces with Global Error Bounds. , 2007, , .		6

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127	Modeling dynamic developable meshes by the Hamilton principle. CAD Computer Aided Design, 2007, 39, 719-731.	1.4	17
128	Handling degenerate cases in exact geodesic computation on triangle meshes. Visual Computer, 2007, 23, 661-668.	2.5	19
129	A new representation of orientable 2-manifold polygonal surfaces for geometric modelling. Journal of Zhejiang University: Science A, 2006, 7, 1578-1588.	1.3	1
130	An optimization algorithm for free-form surface partitioning based on weighted gaussian image. Graphical Models, 2005, 67, 17-42.	1.1	12
131	Sketch-based free-form shape modelling with a fast and stable numerical engine. Computers and Graphics, 2005, 29, 771-786.	1.4	15
132	MULTIRESOLUTION SHAPE MODELING AND EDITING IN REVERSE ENGINEERING. International Journal of Image and Graphics, 2005, 05, 765-787.	1.2	1
133	Multiresolution free form object modeling with point sampled geometry. Journal of Computer Science and Technology, 2004, 19, 607-617.	0.9	5
134	A Geometric Method for Determining Intersection Relations Between a Movable Convex Object and a Set of Planar Polygons. Journal of the American College of Radiology, 2004, 20, 636-650.	0.9	8
135	Optimized triangle mesh reconstruction from unstructured points. Visual Computer, 2003, 19, 23-37.	2.5	12
136	Manifold-guaranteed out-of-core simplification of large meshes with controlled topological type. Visual Computer, 2003, 19, 565-580.	2.5	9
137	An adaptive genetic assembly-sequence planner. International Journal of Computer Integrated Manufacturing, 2001, 14, 489-500.	2.9	74
138	Efficient and stable numerical algorithms on equilibrium equations for geometric modeling. , 0, , .		0