

Craig S Kaplan

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/3912890/publications.pdf>

Version: 2024-02-01

17
papers

313
citations

1478505

6
h-index

1372567

10
g-index

18
all docs

18
docs citations

18
times ranked

349
citing authors

#	ARTICLE	IF	CITATIONS
1	A Primitive for Manual Hatching. ACM Transactions on Graphics, 2022, 41, 1-17.	7.2	1
2	Improved Deformation-Driven Element Packing with RepulsionPak. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2396-2408.	4.4	4
3	Geometry: education, art, and research (GEAR 2021). Journal of Mathematics and the Arts, 2021, 15, 201-206.	0.2	0
4	Quasiperiodic bobbin lace patterns. Journal of Mathematics and the Arts, 2020, 14, 177-198.	0.2	5
5	An ultra-stable gold-coordinated protein cage displaying reversible assembly. Nature, 2019, 569, 438-442.	27.8	124
6	Marbling-based creative modelling. Visual Computer, 2017, 33, 913-923.	3.5	1
7	Depiction Using Geometric Constraints. Computational Imaging and Vision, 2013, , 167-187.	0.6	0
8	Patch-based geometric texture synthesis. , 2013, , .		12
9	Op Art rendering with lines and curves. Computers and Graphics, 2012, 36, 607-621.	2.5	16
10	Generating Op Art lines. , 2011, , .		4
11	Planned programming problem gotchas as lessons in requirements engineering. , 2010, , .		3
12	Artistic thresholding. , 2008, , .		32
13	Calligraphic packing. Proceedings - Graphics Interface, 2007, , .	0.5	26
14	Image-guided maze construction. ACM Transactions on Graphics, 2007, 26, 29.	7.2	29
15	Vortex maze construction. Journal of Mathematics and the Arts, 2007, 1, 7-20.	0.2	19
16	Computer-Generated Papercutting. , 2007, , .		12
17	Polygons cuttable by a circular saw. Computational Geometry: Theory and Applications, 2001, 20, 69-84.	0.5	23