

Hanqiu Sun

List of Publications by Year in descending order

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Version: 2024-02-01

52
papers

589
citations

759055

12
h-index

642610

23
g-index

53
all docs

53
docs citations

53
times ranked

684
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | Video Saliency Prediction Using Spatiotemporal Residual Attentive Networks. IEEE Transactions on Image Processing, 2020, 29, 1113-1126. | 6.0 | 96 |
| 2 | Multiobject Tracking by Submodular Optimization. IEEE Transactions on Cybernetics, 2019, 49, 1990-2001. | 6.2 | 64 |
| 3 | Video Co-Saliency Guided Co-Segmentation. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 1727-1736. | 5.6 | 61 |
| 4 | Robust Object Tracking Using Manifold Regularized Convolutional Neural Networks. IEEE Transactions on Multimedia, 2019, 21, 510-521. | 5.2 | 42 |
| 5 | Dynamic Video Stitching via Shakiness Removing. IEEE Transactions on Image Processing, 2018, 27, 164-178. | 6.0 | 41 |
| 6 | Video Supervoxels Using Partially Absorbing Random Walks. IEEE Transactions on Circuits and Systems for Video Technology, 2016, 26, 928-938. | 5.6 | 37 |
| 7 | Video Colorization Using Parallel Optimization in Feature Space. IEEE Transactions on Circuits and Systems for Video Technology, 2014, 24, 407-417. | 5.6 | 31 |
| 8 | Multi-View Video Synopsis via Simultaneous Object-Shifting and View-Switching Optimization. IEEE Transactions on Image Processing, 2020, 29, 971-985. | 6.0 | 19 |
| 9 | Multi-keyframe abstraction from videos. , 2011, , . | | 17 |
| 10 | Better Dense Trajectories by Motion in Videos. IEEE Transactions on Cybernetics, 2019, 49, 159-170. | 6.2 | 17 |
| 11 | Adaptive Nonlocal Random Walks for Image Superpixel Segmentation. IEEE Transactions on Circuits and Systems for Video Technology, 2020, 30, 822-834. | 5.6 | 16 |
| 12 | High dynamic range image tone mapping and retexturing using fast trilateral filtering. Visual Computer, 2007, 23, 641-650. | 2.5 | 12 |
| 13 | Image stylization with enhanced structure on GPU. Science China Information Sciences, 2012, 55, 1093-1105. | 2.7 | 12 |
| 14 | Dynamic Labeling Management in Virtual and Augmented Environments. , 0, , . | | 11 |
| 15 | Mesh fusion using functional blending on topologically incompatible sections. Visual Computer, 2006, 22, 266-275. | 2.5 | 10 |
| 16 | Efficient texture synthesis of aggregate solid material. Visual Computer, 2014, 30, 877-887. | 2.5 | 9 |
| 17 | The reovirus project: An application of distributed visualization. Journal of Telemedicine and Telecare, 2000, 6, 26-28. | 1.4 | 8 |
| 18 | Unlifted loop subdivision wavelets. , 0, , . | | 8 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Modelling and rendering of snowy natural scenery using multi-mapping techniques. <i>Computer Animation and Virtual Worlds</i> , 2003, 14, 21-30. | 0.9 | 6 |
| 20 | A Biorthogonal Wavelet Approach based on Dual Subdivision. <i>Computer Graphics Forum</i> , 2008, 27, 1815-1822. | 1.8 | 6 |
| 21 | Intent-aware image cloning. <i>Visual Computer</i> , 2013, 29, 599-608. | 2.5 | 6 |
| 22 | Parallelá€œoptimizing SPH fluid simulation for realistic VR environments. <i>Computer Animation and Virtual Worlds</i> , 2015, 26, 43-54. | 0.7 | 6 |
| 23 | Content-aware model resizing with symmetry-preservation. <i>Visual Computer</i> , 2015, 31, 155-167. | 2.5 | 6 |
| 24 | Bilateral filtering using fuzzy-median for image manipulations. , 2009, , . | | 5 |
| 25 | Illumination-aware live videos background replacement using antialiasing optimization. <i>Multimedia Tools and Applications</i> , 2018, 77, 24477-24497. | 2.6 | 5 |
| 26 | Animating Wall-Bounded Turbulent Smoke via Filament-Mesh Particle-Particle Method. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2018, 24, 1260-1273. | 2.9 | 5 |
| 27 | A relation-based model for animating adaptive behavior in dynamic environments. <i>IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans</i> , 1997, 27, 235-243. | 3.4 | 4 |
| 28 | Efficient waveletá€œbased geometry compression. <i>Computer Animation and Virtual Worlds</i> , 2011, 22, 307-315. | 0.7 | 4 |
| 29 | Mechanical assembly with data glove devices. , 0, , . | | 3 |
| 30 | Progressive geometry compression for meshes. , 0, , . | | 3 |
| 31 | Touch-enabled haptic modeling of deformable multi-resolution surfaces. <i>Virtual Reality</i> , 2007, 11, 45-60. | 4.1 | 3 |
| 32 | Parallel Pencil Drawing Stylization via Structure-Aware Optimization. , 2018, , . | | 3 |
| 33 | PROJECTIVE VOLUME RENDERING BY EXCLUDING OCCLUDED VOXELS. <i>International Journal of Image and Graphics</i> , 2005, 05, 413-431. | 1.2 | 2 |
| 34 | Computing Efficient Matrix-valued Wavelets for Meshes. , 2010, , . | | 2 |
| 35 | Interactive softá€œfabrics watering simulation on GPU. <i>Computer Animation and Virtual Worlds</i> , 2011, 22, 99-106. | 0.7 | 2 |
| 36 | Interactive Contour Extraction via Sketch-Alike Dense-Validation Optimization. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2020, 30, 903-916. | 5.6 | 2 |

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|----|---|-----|-----------|
| 37 | INTERACTIVE NAVIGATION OF VIRTUAL VESSEL TRACKING WITH 3D INTELLIGENT SCISSORS. International Journal of Image and Graphics, 2001, 01, 273-285. | 1.2 | 1 |
| 38 | EVALUATION OF NON-UNIFORM DOO-SABIN SURFACES. International Journal of Computational Geometry and Applications, 2005, 15, 299-324. | 0.3 | 1 |
| 39 | Ram-based tone mapping for high dynamic range images. , 2009, , . | | 1 |
| 40 | Dynamic Fluids Mixed with Local-Control Effects. , 2013, , . | | 1 |
| 41 | Corrections to "Dynamic Video Stitching via Shakiness Removing" [Jan 18 164-178]. IEEE Transactions on Image Processing, 2018, 27, 4932-4932. | 6.0 | 1 |
| 42 | Object-oriented interactive modeling for virtual environments. , 0, , . | | 0 |
| 43 | A framework for the symbolic computation of Holographic models. , 0, , . | | 0 |
| 44 | Feature-based interactive visualization of volumetric medical data. , 0, , . | | 0 |
| 45 | A fuzzy approach to hand functioning in virtual programming. , 0, , . | | 0 |
| 46 | A framework for interactive responsive animation. Computer Animation and Virtual Worlds, 2000, 11, 83-94. | 0.9 | 0 |
| 47 | B-spline Surfaces of Clustered Point Sets with Normal Maps. , 2007, , . | | 0 |
| 48 | Compound Biorthogonal Wavelets on Quadrilaterals and Polar Structures. Algorithms, 2009, 2, 1263-1280. | 1.2 | 0 |
| 49 | Furry stylized texel-rendering in images and videos. , 2009, , . | | 0 |
| 50 | Multi-level tree branch modeling and animation. , 2009, , . | | 0 |
| 51 | High-resolution satellite image registration using local feature and contour fragment. , 2012, , . | | 0 |
| 52 | Robust Stereoscopic Crosstalk Prediction. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 1158-1168. | 5.6 | 0 |