

Hanqiu Sun

List of Publications by Year in descending order

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citing authors

#	ARTICLE	IF	CITATIONS
1	Interactive Contour Extraction via Sketch-Alike Dense-Validation Optimization. IEEE Transactions on Circuits and Systems for Video Technology, 2020, 30, 903-916.	5.6	2
2	Adaptive Nonlocal Random Walks for Image Superpixel Segmentation. IEEE Transactions on Circuits and Systems for Video Technology, 2020, 30, 822-834.	5.6	16
3	Video Saliency Prediction Using Spatiotemporal Residual Attentive Networks. IEEE Transactions on Image Processing, 2020, 29, 1113-1126.	6.0	96
4	Multi-View Video Synopsis via Simultaneous Object-Shifting and View-Switching Optimization. IEEE Transactions on Image Processing, 2020, 29, 971-985.	6.0	19
5	Robust Object Tracking Using Manifold Regularized Convolutional Neural Networks. IEEE Transactions on Multimedia, 2019, 21, 510-521.	5.2	42
6	Better Dense Trajectories by Motion in Videos. IEEE Transactions on Cybernetics, 2019, 49, 159-170.	6.2	17
7	Multiobject Tracking by Submodular Optimization. IEEE Transactions on Cybernetics, 2019, 49, 1990-2001.	6.2	64
8	Illumination-aware live videos background replacement using antialiasing optimization. Multimedia Tools and Applications, 2018, 77, 24477-24497.	2.6	5
9	Robust Stereoscopic Crosstalk Prediction. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 1158-1168.	5.6	0
10	Animating Wall-Bounded Turbulent Smoke via Filament-Mesh Particle-Particle Method. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1260-1273.	2.9	5
11	Video Co-Saliency Guided Co-Segmentation. IEEE Transactions on Circuits and Systems for Video Technology, 2018, 28, 1727-1736.	5.6	61
12	Dynamic Video Stitching via Shakiness Removing. IEEE Transactions on Image Processing, 2018, 27, 164-178.	6.0	41
13	Parallel Pencil Drawing Stylization via Structure-Aware Optimization. , 2018, , .		3
14	Corrections to "Dynamic Video Stitching via Shakiness Removing" [Jan 18 164-178]. IEEE Transactions on Image Processing, 2018, 27, 4932-4932.	6.0	1
15	Video Supervoxels Using Partially Absorbing Random Walks. IEEE Transactions on Circuits and Systems for Video Technology, 2016, 26, 928-938.	5.6	37
16	Parallel Optimizing SPH fluid simulation for realistic VR environments. Computer Animation and Virtual Worlds, 2015, 26, 43-54.	0.7	6
17	Content-aware model resizing with symmetry-preservation. Visual Computer, 2015, 31, 155-167.	2.5	6
18	Efficient texture synthesis of aggregate solid material. Visual Computer, 2014, 30, 877-887.	2.5	9

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19	Video Colorization Using Parallel Optimization in Feature Space. IEEE Transactions on Circuits and Systems for Video Technology, 2014, 24, 407-417.	5.6	31
20	Intent-aware image cloning. Visual Computer, 2013, 29, 599-608.	2.5	6
21	Dynamic Fluids Mixed with Local-Control Effects. , 2013, , .		1
22	High-resolution satellite image registration using local feature and contour fragment. , 2012, , .		0
23	Image stylization with enhanced structure on GPU. Science China Information Sciences, 2012, 55, 1093-1105.	2.7	12
24	Interactive soft-fabrics watering simulation on GPU. Computer Animation and Virtual Worlds, 2011, 22, 99-106.	0.7	2
25	Efficient wavelet-based geometry compression. Computer Animation and Virtual Worlds, 2011, 22, 307-315.	0.7	4
26	Multi-keyframe abstraction from videos. , 2011, , .		17
27	Computing Efficient Matrix-valued Wavelets for Meshes. , 2010, , .		2
28	Compound Biorthogonal Wavelets on Quadrilaterals and Polar Structures. Algorithms, 2009, 2, 1263-1280.	1.2	0
29	Furry stylized texel-rendering in images and videos. , 2009, , .		0
30	Ram-based tone mapping for high dynamic range images. , 2009, , .		1
31	Bilateral filtering using fuzzy-median for image manipulations. , 2009, , .		5
32	Multi-level tree branch modeling and animation. , 2009, , .		0
33	A Biorthogonal Wavelet Approach based on Dual Subdivision. Computer Graphics Forum, 2008, 27, 1815-1822.	1.8	6
34	B-spline Surfaces of Clustered Point Sets with Normal Maps. , 2007, , .		0
35	High dynamic range image tone mapping and retexturing using fast trilateral filtering. Visual Computer, 2007, 23, 641-650.	2.5	12
36	Touch-enabled haptic modeling of deformable multi-resolution surfaces. Virtual Reality, 2007, 11, 45-60.	4.1	3

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37	Mesh fusion using functional blending on topologically incompatible sections. Visual Computer, 2006, 22, 266-275.	2.5	10
38	PROJECTIVE VOLUME RENDERING BY EXCLUDING OCCLUDED VOXELS. International Journal of Image and Graphics, 2005, 05, 413-431.	1.2	2
39	EVALUATION OF NON-LINIFORM DOO-SABIN SURFACES. International Journal of Computational Geometry and Applications, 2005, 15, 299-324.	0.3	1
40	Modelling and rendering of snowy natural scenery using multi-mapping techniques. Computer Animation and Virtual Worlds, 2003, 14, 21-30.	0.9	6
41	INTERACTIVE NAVIGATION OF VIRTUAL VESSEL TRACKING WITH 3D INTELLIGENT SCISSORS. International Journal of Image and Graphics, 2001, 01, 273-285.	1.2	1
42	A framework for interactive responsive animation. Computer Animation and Virtual Worlds, 2000, 11, 83-94.	0.9	0
43	The reovirus project: An application of distributed visualization. Journal of Telemedicine and Telecare, 2000, 6, 26-28.	1.4	8
44	A relation-based model for animating adaptive behavior in dynamic environments. IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans, 1997, 27, 235-243.	3.4	4
45	Mechanical assembly with data glove devices. , 0, , .		3
46	Object-oriented interactive modeling for virtual environments. , 0, , .		0
47	A framework for the symbolic computation of HolorGraphic models. , 0, , .		0
48	Feature-based interactive visualization of volumetric medical data. , 0, , .		0
49	A fuzzy approach to hand functioning in virtual programming. , 0, , .		0
50	Progressive geometry compression for meshes. , 0, , .		3
51	Unlifted loop subdivision wavelets. , 0, , .		8
52	Dynamic Labeling Management in Virtual and Augmented Environments. , 0, , .		11