

# Zhanglin Cheng

## List of Publications by Year in descending order

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Version: 2024-02-01

32  
papers

340  
citations

1040056

9  
h-index

888059

17  
g-index

32  
all docs

32  
docs citations

32  
times ranked

277  
citing authors

#	ARTICLE	IF	CITATIONS
1	Efficient Pairwise 3-D Registration of Urban Scenes via Hybrid Structural Descriptors. IEEE Transactions on Geoscience and Remote Sensing, 2022, 60, 1-17.	6.3	7
2	New bounds of Sinc function by using a family of exponential functions. Revista De La Real Academia De Ciencias Exactas, Fisicas Y Naturales - Serie A: Matematicas, 2022, 116, 1.	1.2	3
3	Palettaylor: Discriminable Colorization for Categorical Data. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 475-484.	4.4	16
4	Mid-Air Finger Sketching for Tree Modeling. , 2021, , .		5
5	Semantic Point Cloud Segmentation Using Fast Deep Neural Network and DCRF. Sensors, 2021, 21, 2731.	3.8	3
6	Single Image Tree Reconstruction via Adversarial Network. Graphical Models, 2021, 117, 101115.	2.4	12
7	BuildingSketch: Freehand Mid-Air Sketching for Building Modeling. , 2021, , .		2
8	Hagrid " Gridify Scatterplots with Hilbert and Gosper Curves. , 2021, , .		5
9	Manhattan"world urban building reconstruction by fitting cubes. Computer Graphics Forum, 2021, 40, 289-300.	3.0	1
10	Realistic Procedural Plant Modeling from Multiple View Images. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 1372-1384.	4.4	30
11	Improving the Robustness of Scagnostics. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 759-769.	4.4	17
12	Valence optimization and angle improvement for molecular surface remeshing. Visual Computer, 2020, 36, 2355-2368.	3.5	2
13	VEGA: visual comparison of phylogenetic trees for evolutionary genome analysis (ChinaVis 2019). Journal of Visualization, 2020, 23, 523-537.	1.8	1
14	Learning local shape descriptors for computing non-rigid dense correspondence. Computational Visual Media, 2020, 6, 95-112.	17.5	12
15	Fast 3D Point Cloud Segmentation Using Deep Neural Network. , 2020, , .		0
16	Quasi-holography computational model for urban computing. Visual Informatics, 2019, 3, 81-86.	4.4	4
17	Interactive Modeling of Trees Using VR Devices. , 2019, , .		4
18	A Low-Cost Interactive Writing Board for Primary Education using Distinct Augmented Reality Markers. Sustainability, 2019, 11, 5720.	3.2	12

#	ARTICLE	IF	CITATIONS
19	Intrinsic Image Sequence Decomposition Using Low-Rank Sparse Model. IEEE Access, 2019, 7, 4024-4030.	4.2	2
20	VIStory. , 2019, , .		7
21	Is There a Robust Technique for Selecting Aspect Ratios in Line Charts?. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 3096-3110.	4.4	9
22	Analogy-based volume exploration using ellipsoidal Gaussian transfer functions. Journal of Visualization, 2018, 21, 511-523.	1.8	2
23	Cluster aware Star Coordinates. Journal of Visual Languages and Computing, 2018, 44, 28-38.	1.8	2
24	Synthesizing cloth wrinkles by CNN-based geometry image superresolution. Computer Animation and Virtual Worlds, 2018, 29, e1810.	1.2	12
25	Realistic procedural plant modeling guided by 3D point cloud. , 2017, , .		2
26	Texture-lobes for tree modelling. ACM Transactions on Graphics, 2011, 30, 1-10.	7.2	62
27	Texture-lobes for tree modelling. , 2011, , .		21
28	Estimating differential quantities from point cloud based on a linear fitting of normal vectors. Science in China Series F: Information Sciences, 2009, 52, 431-444.	1.1	8
29	Simple Reconstruction of Tree Branches from a Single Range Image. Journal of Computer Science and Technology, 2007, 22, 846-858.	1.5	61
30	Tree Skeleton Extraction from a Single Range Image. , 2006, , .		2
31	The design and implementation of a C++ toolkit for integrated medical image processing and analyzing. , 2004, , .		14
32	Hagrid: using Hilbert and Gosper curves to gridify scatterplots. Journal of Visualization, 0, , .	1.8	0