

Jingwan Lu

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4118927/publications.pdf>

Version: 2024-02-01

26
papers

1,400
citations

623734

14
h-index

940533

16
g-index

26
all docs

26
docs citations

26
times ranked

1003
citing authors

#	ARTICLE	IF	CITATIONS
1	Scribbler: Controlling Deep Image Synthesis with Sketch and Color. , 2017, , .		304
2	TextureGAN: Controlling Deep Image Synthesis with Texture Patches. , 2018, , .		154
3	Towards virtual reality infinite walking. ACM Transactions on Graphics, 2018, 37, 1-13.	7.2	147
4	Perceptual models of viewpoint preference. ACM Transactions on Graphics, 2011, 30, 1-12.	7.2	114
5	StyLit. ACM Transactions on Graphics, 2016, 35, 1-11.	7.2	81
6	RealBrush. ACM Transactions on Graphics, 2013, 32, 1-12.	7.2	60
7	Fftnet: A Real-Time Speaker-Dependent Neural Vocoder. , 2018, , .		57
8	SwapNet: Image Based Garment Transfer. Lecture Notes in Computer Science, 2018, , 679-695.	1.3	49
9	Example-based synthesis of stylized facial animations. ACM Transactions on Graphics, 2017, 36, 1-11.	7.2	49
10	HelpingHand. ACM Transactions on Graphics, 2012, 31, 1-10.	7.2	45
11	LazyFluids. ACM Transactions on Graphics, 2015, 34, 1-10.	7.2	43
12	VoCo. ACM Transactions on Graphics, 2017, 36, 1-13.	7.2	43
13	Stylizing video by example. ACM Transactions on Graphics, 2019, 38, 1-11.	7.2	38
14	Interactive painterly stylization of images, videos and 3D animations. , 2010, , .		36
15	DecoBrush. ACM Transactions on Graphics, 2014, 33, 1-9.	7.2	27
16	Multiplanes. , 2018, , .		26
17	Playful palette. ACM Transactions on Graphics, 2017, 36, 1-10.	7.2	24
18	Cute: A concatenative method for voice conversion using exemplar-based unit selection. , 2016, , .		19

#	ARTICLE	IF	CITATIONS
19	Arbitrary style transfer using neurally-guided patch-based synthesis. Computers and Graphics, 2020, 87, 62-71.	2.5	18
20	Brushables: Example-based Edge-aware Directional Texture Painting. Computer Graphics Forum, 2015, 34, 257-267.	3.0	17
21	Pigmento: Pigment-Based Image Analysis and Editing. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2791-2803.	4.4	13
22	RealPigment. , 2014, , .		12
23	GPU methods for real-time haptic interaction with 3D fluids. , 2009, , .		9
24	Multiplanes. , 2017, , .		9
25	Unselfie: Translating Selfies to Neutral-Pose Portraits in the Wild. Lecture Notes in Computer Science, 2020, , 156-173.	1.3	6
26	Organized order in ornamentation. , 2017, , .		0