Jingwan Lu

List of Publications by Year
in descending order

26	1,400	623734	940533
papers	citations	14	16
		h-index	g-index

26	26	26	1003
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Arbitrary style transfer using neurally-guided patch-based synthesis. Computers and Graphics, 2020, 87, 62-71.	2.5	18
2	Unselfie: Translating Selfies to Neutral-Pose Portraits in the Wild. Lecture Notes in Computer Science, 2020, , 156-173.	1.3	6
3	Pigmento: Pigment-Based Image Analysis and Editing. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2791-2803.	4.4	13
4	Stylizing video by example. ACM Transactions on Graphics, 2019, 38, 1-11.	7.2	38
5	Multiplanes. , 2018, , .		26
6	TextureGAN: Controlling Deep Image Synthesis with Texture Patches. , 2018, , .		154
7	Fftnet: A Real-Time Speaker-Dependent Neural Vocoder. , 2018, , .		57
8	Towards virtual reality infinite walking. ACM Transactions on Graphics, 2018, 37, 1-13.	7.2	147
9	SwapNet: Image Based Garment Transfer. Lecture Notes in Computer Science, 2018, , 679-695.	1.3	49
10	Multiplanes. , 2017, , .		9
11	VoCo. ACM Transactions on Graphics, 2017, 36, 1-13.	7.2	43
12	Playful palette. ACM Transactions on Graphics, 2017, 36, 1-10.	7.2	24
13	Organized order in ornamentation. , 2017, , .		0
14	Scribbler: Controlling Deep Image Synthesis with Sketch and Color. , 2017, , .		304
15	Example-based synthesis of stylized facial animations. ACM Transactions on Graphics, 2017, 36, 1-11.	7.2	49
16	StyLit. ACM Transactions on Graphics, 2016, 35, 1-11.	7.2	81
17	Cute: A concatenative method for voice conversion using exemplar-based unit selection. , 2016, , .		19
18	LazyFluids. ACM Transactions on Graphics, 2015, 34, 1-10.	7.2	43

#	Article	IF	Citations
19	Brushables: Example-based Edge-aware Directional Texture Painting. Computer Graphics Forum, 2015, 34, 257-267.	3.0	17
20	DecoBrush. ACM Transactions on Graphics, 2014, 33, 1-9.	7.2	27
21	RealPigment. , 2014, , .		12
22	RealBrush. ACM Transactions on Graphics, 2013, 32, 1-12.	7.2	60
23	HelpingHand. ACM Transactions on Graphics, 2012, 31, 1-10.	7.2	45
24	Perceptual models of viewpoint preference. ACM Transactions on Graphics, 2011, 30, 1-12.	7.2	114
25	Interactive painterly stylization of images, videos and 3D animations. , 2010, , .		36
26	GPU methods for real-time haptic interaction with 3D fluids. , 2009, , .		9