

# Abdullah Bade

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4336976/publications.pdf>

Version: 2024-02-01

47  
papers

206  
citations

1683934

5  
h-index

1199470

12  
g-index

48  
all docs

48  
docs citations

48  
times ranked

146  
citing authors

#	ARTICLE	IF	CITATIONS
1	A Survey of Deep Learning for Lung Disease Detection on Medical Images: State-of-the-Art, Taxonomy, Issues and Future Directions. Journal of Imaging, 2020, 6, 131.	1.7	55
2	Ensemble deep learning for tuberculosis detection using chest X-ray and canny edge detected images. IAES International Journal of Artificial Intelligence, 2019, 8, 429.	0.6	30
3	The feasibility of human haptic emotion as a feature to enhance interactivity and immersiveness on virtual reality game. , 2008, , .		20
4	COVID-19 Detection Using Integration of Deep Learning Classifiers and Contrast-Enhanced Canny Edge Detected X-Ray Images. IT Professional, 2021, 23, 51-56.	1.4	13
5	Survey on Real-Time Crowds Simulation. Lecture Notes in Computer Science, 2008, , 573-580.	1.0	13
6	Distance computation using axis aligned bounding box (AABB) parallel distribution of dynamic origin point. , 2013, , .		9
7	Enhanced Canny edge detection for Covid-19 and pneumonia X-Ray images. IOP Conference Series: Materials Science and Engineering, 2020, 979, 012016.	0.3	9
8	Haptic Vibration for Emotional Expression of Avatar to Enhance the Realism of Virtual Reality. , 2009, , .		8
9	Using Principal Component Analysis and Hidden Markov Model for Hand Recognition Systems. , 2009, , .		4
10	Analysis of Crowd Behaviour Theories in Panic Situation. , 2009, , .		4
11	Iterative selection criteria to improve simple adaptive subdivision surfaces method in handling cracks for triangular meshes. , 2010, , .		4
12	Bounding-Volume Hierarchies Technique for Detecting Object Interference in Urban Environment Simulation. , 2009, , .		3
13	Motion Graph for Character Animation: Design Considerations. , 2009, , .		3
14	E-Facetic. , 2010, , .		3
15	Computing distance using internal axis-aligned bounding-box for nearly intersected objects. AIP Conference Proceedings, 2014, , .	0.3	3
16	Hierarchy Techniques in Self-Collision Detection for Cloth Simulation. , 2009, , .		2
17	Balanced hierarchical construction in collision detection for rigid bodies. , 2010, , .		2
18	Optimizing time step size in modeling liver deformation. , 2013, , .		2

#	ARTICLE	IF	CITATIONS
19	3D RECONSTRUCTION OF BREAST CANCER FROM MAMMOGRAMS USING VOLUME RENDERING TECHNIQUES. Jurnal Teknologi (Sciences and Engineering), 2015, 75, .	0.3	2
20	Impact of Implementing Game Elements in Gamifying Educational Environment: A Study. Journal of Physics: Conference Series, 2019, 1358, 012064.	0.3	2
21	Pattern Recognition for Human Diseases Classification in Spectral Analysis. Computation, 2022, 10, 96.	1.0	2
22	Framework for real time cloud rendering. , 0, , .		1
23	Solid deformation modeling techniques. , 2006, , .		1
24	Butterfly Subdivision Scheme Used for the Unorganized Points Reconstruction in Virtual Environment. , 2009, , .		1
25	Fast Traversal Algorithm for Detecting Object Interference Using Hierarchical Representation between Rigid Bodies. , 2010, , .		1
26	Distance approximation using pivot point in narrow phase collision detection. , 2013, , .		1
27	Methodology of performing narrow phase collision detection for virtual environment. , 2014, , .		1
28	Vector-based technique for distance computation in narrow phase collision detection. , 2014, , .		1
29	COLLISION DETECTION FOR CLOTH SIMULATION USING BOUNDING SPHERE HIERARCHY. Jurnal Teknologi (Sciences and Engineering), 2015, 75, .	0.3	1
30	The framework of collision detection for rigid bodies in the virtual environment. Journal of Physics: Conference Series, 2019, 1358, 012083.	0.3	1
31	Evaluation of New Collaboration method in Virtual Reality Game based on Human Haptic Emotion for Artificial Life Simulation. , 2008, , .		1
32	Balanced Hierarchical Method of Collision Detection in Virtual Environment. Communications in Computer and Information Science, 2011, , 493-501.	0.4	1
33	INTEGRATING BIOMECHANICAL PARAMETERS IN MODELING OF LIVER WITH AND WITHOUT TUMOR IN VIRTUAL ENVIRONMENT. Jurnal Teknologi (Sciences and Engineering), 2015, 75, .	0.3	1
34	Non-photorealistic outdoor scene rendering: techniques and application. , 0, , .		0
35	On Faster Bounding Volume Hierarchy Construction for Avatar Collision Detection. , 2009, , .		0
36	An efficient self-collision handling between cloth surfaces based on spherical cluster technique. , 2010, , .		0

#	ARTICLE	IF	CITATIONS
37	Development of real-time virtual environment with hierarchical construction. , 2012, , .		0
38	Closest features determination between range point of contact. , 2014, , .		0
39	Automatic tuning of liver tissue model using simulated annealing and genetic algorithm heuristic approaches. , 2014, , .		0
40	Computing penetration depth of collision detection between primitives. , 2014, , .		0
41	INNER AABB FOR DISTANCE COMPUTATION IN COLLISION DETECTION. Jurnal Teknologi (Sciences and Engineering), 2015, 75, .	1.0	0
42	The framework of collision detection for deformable bodies in virtual environment. Journal of Physics: Conference Series, 2019, 1358, 012082.	0.3	0
43	Hierarchical Approach for Fast and Efficient Collision Detection in Urban Simulation. Lecture Notes in Computer Science, 2009, , 50-57.	1.0	0
44	FACETOUCH: An Innovative Way to Feel Sensation of Avatar Emotional Expression through Sense of Touch and Facial Appearance. , 2010, , .		0
45	ROBUST HAND-DRAWN SQUARE-ROI CONTOUR DETECTOR BASED ON ADAPTIVE THRESHOLDING. Jurnal Teknologi (Sciences and Engineering), 2015, 75, .	0.3	0
46	SPHERE ENCAPSULATED ORIENTED-DISCRETE ORIENTATION POLYTOPES (S-DOP) COLLISION CULLING FOR MULTI-, RIGID BODY DYNAMIC. Jurnal Teknologi (Sciences and Engineering), 2015, 75, .	0.3	0
47	BREAST CANCER AUGMENTATION USING AN INTEGRATED APPROACH OF REAL TIME SQUARE-ROI MARKER IDENTIFICATION AND VERIFICATION TECHNIQUES. Jurnal Teknologi (Sciences and Engineering), 2016, 78, .	0.3	0