

Congyi Zhang

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4435117/publications.pdf>

Version: 2024-02-01

12
papers

98
citations

1937685

4
h-index

1588992

8
g-index

13
all docs

13
docs citations

13
times ranked

53
citing authors

#	ARTICLE	IF	CITATIONS
1	SGaze: A Data-Driven Eye-Head Coordination Model for Realtime Gaze Prediction. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2002-2010.	4.4	38
2	DGaze: CNN-Based Gaze Prediction in Dynamic Scenes. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 1902-1911.	4.4	38
3	CPPM. ACM Transactions on Graphics, 2020, 39, 1-12.	7.2	5
4	Real-time editing of man-made mesh models under geometric constraints. Computers and Graphics, 2019, 82, 174-182.	2.5	4
5	Anthropometric accuracy of three-dimensional average faces compared to conventional facial measurements. Scientific Reports, 2021, 11, 12254.	3.3	4
6	Posing 3D Characters in Virtual Reality Through In-the-Air Sketches. Communications in Computer and Information Science, 2020, , 51-61.	0.5	4
7	Automatic Generation of Affective 3D Virtual Environments from 2D Images. , 2020, , .		3
8	An Automatic 3D Scene Generation Pipeline Based on a Single 2D Image. Lecture Notes in Computer Science, 2021, , 109-117.	1.3	1
9	Interactive modeling and editing of free-form surfaces from curve networks. , 2016, , .		0
10	Constraint-Preserving 3D Man-Made Model Editing by Global Optimization. Jisuanji Fuzhu Sheji Yu Tuxingxue Xuebao/Journal of Computer-Aided Design and Computer Graphics, 2019, 31, 698.	0.2	0
11	Precision Controllable Point Clouds Compression Using Global Similarity in Dictionary. Jisuanji Fuzhu Sheji Yu Tuxingxue Xuebao/Journal of Computer-Aided Design and Computer Graphics, 2019, 31, 869.	0.2	0
12	Homography-guided stereo matching for wide-baseline image interpolation. Computational Visual Media, 2022, 8, 119-133.	17.5	0