

Shigeo Takahashi

List of Publications by Year in descending order

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Version: 2024-02-01

78
papers

1,178
citations

623734

14
h-index

477307

29
g-index

81
all docs

81
docs citations

81
times ranked

660
citing authors

#	ARTICLE	IF	CITATIONS
1	Gaze-driven placement of items for proactive visual exploration. <i>Journal of Visualization</i> , 2022, 25, 613-633.	1.8	3
2	Visual analysis of geospatial multivariate data for investigating radioactive deposition processes. <i>Visual Computer</i> , 2021, 37, 3039-3050.	3.5	1
3	Aggregating Viewpoints for Effective View-Based 3D Model Retrieval. , 2021, , .		3
4	A Survey on Transit Map Layout “ from Design, Machine, and Human Perspectives. <i>Computer Graphics Forum</i> , 2020, 39, 619-646.	3.0	27
5	Context-aware placement of items with gaze-based interaction. , 2020, , .		1
6	Adjusting Control Parameters of Topology-Accentuated Transfer Functions for Volume Raycasting. <i>Mathematics and Visualization</i> , 2020, , 71-86.	0.6	0
7	Optimizing Stepwise Animation in Dynamic Set Diagrams. <i>Computer Graphics Forum</i> , 2019, 38, 13-24.	3.0	8
8	Scale-Aware Cartographic Displacement Based on Constrained Optimization. , 2019, , .		5
9	Mental Map Preservation for Progressively Labeling Railway Networks. <i>International Journal of Art Culture and Design Technologies</i> , 2019, 8, 31-50.	0.1	2
10	Thermorph. , 2018, , .		98
11	Overlap-free labeling of clustered networks based on Voronoi tessellation. <i>Journal of Visual Languages and Computing</i> , 2018, 44, 106-119.	1.8	2
12	Progressive Annotation of Schematic Railway Maps. , 2018, , .		3
13	Depth-Enhanced Tag Cloud Maps. , 2018, , .		0
14	TimeTubes: Visual Exploration of Observed Blazar Datasets. <i>Journal of Physics: Conference Series</i> , 2018, 1036, 012011.	0.4	6
15	Using Mutual Information for Exploring Optimal Light Source Placements. <i>Lecture Notes in Computer Science</i> , 2017, , 155-166.	1.3	1
16	Introducing Leader Lines into Scale-Aware Consistent Labeling. <i>Lecture Notes in Geoinformation and Cartography</i> , 2017, , 117-130.	1.0	4
17	Extracting Important Routes from Illustration Maps Using Kernel Density Estimation. <i>Lecture Notes in Computer Science</i> , 2017, , 167-174.	1.3	0
18	Inferring Partial Orders of Nodes for Hierarchical Network Layout. <i>Journal of Imaging Science and Technology</i> , 2016, 60, 604071-6040713.	0.5	0

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19	Asymmetric biclustering with constrained von Mises-Fisher models. Journal of Physics: Conference Series, 2016, 699, 012018.	0.4	1
20	TimeTubes: Visualization of Polarization Variations in Blazars. Galaxies, 2016, 4, 23.	3.0	8
21	Data-driven approach to Type Ia supernovae: variable selection on the peak luminosity and clustering in visual analytics. Journal of Physics: Conference Series, 2016, 699, 012009.	0.4	2
22	TimeTubes: Design of a Visualization Tool for Time-Dependent, Multivariate Blazar Datasets. , 2016, , .		3
23	Adaptive Blending of Multiple Network Layouts for Overlap-Free Labeling. , 2016, , .		2
24	Enhancing Infographics Based on Symmetry Saliency. , 2016, , .		3
25	Guest Editorsâ€™ Introduction: Special Section on the IEEE Pacific Visualization Symposium 2015. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1786-1787.	4.4	0
26	Interactive Visualization for Singular Fibers of Functions $f: \mathbb{R}^3 \rightarrow \mathbb{R}^2$. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 945-954.	4.4	6
27	Designing and Annotating Metro Maps with Loop Lines. , 2015, , .		7
28	Interactively Uncluttering Node Overlaps for Network Visualization. , 2015, , .		5
29	Biclustering multivariate data for correlated subspace mining. , 2015, , .		5
30	Visualizing Bag-of-Features Image Categorization Using Anchored Maps. , 2014, , .		1
31	Topological Approach to Multisensory Realization of Wake Turbulence. , 2014, , .		0
32	Spectral-Based Contractible Parallel Coordinates. , 2014, , .		11
33	Manipulating Bilevel Feature Space for Category-Aware Image Exploration. , 2014, , .		6
34	Visual data mining based on differential topology: a survey. Pacific Journal of Mathematics for Industry, 2014, 6, .	0.7	2
35	Visualizing Multivariate Data Using Singularity Theory. Mathematics for Industry, 2014, , 51-65.	0.4	4
36	Abstracting images into continuous-line artistic styles. Visual Computer, 2013, 29, 729-738.	3.5	13

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37	Voronoi-Based Label Placement for Metro Maps. , 2013, , .		10
38	A topologically-enhanced juxtaposition tool for hybrid wind tunnel. , 2013, , .		1
39	Spatially Efficient Design of Annotated Metro Maps. Computer Graphics Forum, 2013, 32, 261-270.	3.0	24
40	Constrained optimization for disoccluding geographic landmarks in 3D urban maps. , 2013, , .		11
41	Degeneracy-aware interpolation of 3D diffusion tensor fields. Proceedings of SPIE, 2012, , .	0.8	2
42	Travelâ€Routedâ€RCentered Metro Map Layout and Annotation. Computer Graphics Forum, 2012, 31, 925-934.	3.0	24
43	Interactive Control of Mesh Topology in Quadrilateral Mesh Generation Based on 2D Tensor Fields. Lecture Notes in Computer Science, 2012, , 726-735.	1.3	1
44	A Graphâ€Based Approach to Continuous Line Illustrations with Variable Levels of Detail. Computer Graphics Forum, 2011, 30, 1931-1939.	3.0	15
45	A Zone-Based Approach for Placing Annotation Labels on Metro Maps. Lecture Notes in Computer Science, 2011, , 91-102.	1.3	24
46	An interior surface generation method for all-hexahedral meshing. Engineering With Computers, 2010, 26, 303-316.	6.1	4
47	Perceptually-Guided Design of Nonperspectives through Pictorial Depth Cues. , 2010, , .		3
48	A Visually Enhanced Approach to Watermarking 3D Models. , 2010, , .		7
49	Sophisticated Construction and Search of 2D Motion Graphs for Synthesizing Videos. , 2010, , .		5
50	Interpolating 3D Diffusion Tensors in 2D Planar Domain by Locating Degenerate Lines. Lecture Notes in Computer Science, 2010, , 328-337.	1.3	4
51	Automatic Blending of Multiple Perspective Views for Aesthetic Composition. Lecture Notes in Computer Science, 2010, , 220-231.	1.3	3
52	Constraint-based simulation of interactions between fluids and unconstrained rigid bodies. , 2009, , .		5
53	Spectralâ€Based Group Formation Control. Computer Graphics Forum, 2009, 28, 639-648.	3.0	56
54	Flowâ€Based Automatic Generation of Hybrid Picture Mazes. Computer Graphics Forum, 2009, 28, 1975-1984.	3.0	7

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55	Applying Manifold Learning to Plotting Approximate Contour Trees. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 1185-1192.	4.4	26
56	Feature-Driven Volume Fairing. Lecture Notes in Computer Science, 2009, , 233-242.	1.3	0
57	Group motion editing. ACM Transactions on Graphics, 2008, 27, 1-8.	7.2	75
58	Occlusion-Free Animation of Driving Routes for Car Navigation Systems. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 1141-1148.	4.4	27
59	Emphasizing Isosurface Embeddings in Direct Volume Rendering. , 2006, , 185-206.		12
60	Interval volume decomposer: a topological approach to volume traversal. , 2005, , .		14
61	An Interior Surface Generation Method for All-Hexahedral Meshing. , 2005, , 377-398.		6
62	T-Map: A Topological Approach to Visual Exploration of Time-Varying Volume Data. , 2005, , 176-190.		10
63	Automatic Cross-Sectioning Based on Topological Volume Skeletonization. Lecture Notes in Computer Science, 2005, , 175-184.	1.3	5
64	Topological volume skeletonization and its application to transfer function design. Graphical Models, 2004, 66, 24-49.	2.4	105
65	Topologically-Accentuated Volume Rendering. , 2003, , 95-108.		3
66	Modeling Surperspective Projection of Landscapes for Geographical Guide-Map Generation. Computer Graphics Forum, 2002, 21, 259-268.	3.0	23
67	A Frequency-Domain Approach to Watermarking 3D Shapes. Computer Graphics Forum, 2002, 21, 373-382.	3.0	157
68	Blending shapes by using subdivision surfaces. Computers and Graphics, 2001, 25, 41-58.	2.5	11
69	TOLERANCE CONSTRAINTS FOR VARIATIONAL DESIGN OF MULTIREOLUTION CURVES AND SURFACES. International Journal of Shape Modeling, 2000, 06, 37-63.	0.2	1
70	Continuous-resolution-level constraints in variational design of multiresolution shapes. Visual Computer, 1998, 14, 177-192.	3.5	8
71	Variational design of curves and surfaces using multiresolution constraints. Visual Computer, 1998, 14, 208-227.	3.5	8
72	A feature-based approach for smooth surfaces. , 1997, , .		43

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73	Algorithms for Extracting Correct Critical Points and Constructing Topological Graphs from Discrete Geographical Elevation Data. Computer Graphics Forum, 1995, 14, 181-192.	3.0	142
74	Algorithms for Extracting Correct Critical Points and Constructing Topological Graphs from Discrete Geographical Elevation Data. Computer Graphics Forum, 1995, 14, 181-192.	3.0	31
75	Manifold-based multiple-viewpoint CAD: a case study of mountain guide-map generation. CAD Computer Aided Design, 1994, 26, 622-631.	2.7	10
76	Measuring Three-Dimensional Shapes of Human Faces by Incorporating Stereo Vision with Photometry Using Blending Functions. , 1994, , .		1
77	Area Guide Map Modeling by Manifolds and CW-Complexes. , 1993, , 5-20.		9
78	Algorithmic Animation of Constructing Surfaces from Cells. , 1992, , 191-198.		0