

Jianmin Zheng

List of Publications by Citations

Source: <https://exaly.com/author-pdf/4819311/jianmin-zheng-publications-by-citations.pdf>

Version: 2024-04-28

This document has been generated based on the publications and citations recorded by exaly.com. For the latest version of this publication list, visit the link given above.

The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

152
papers

2,827
citations

22
h-index

49
g-index

170
ext. papers

3,334
ext. citations

3.2
avg, IF

5.26
L-index

#	Paper	IF	Citations
152	T-splines and T-NURCCs. <i>ACM Transactions on Graphics</i> , 2003 , 22, 477-484	7.6	595
151	T-spline simplification and local refinement. <i>ACM Transactions on Graphics</i> , 2004 , 23, 276-283	7.6	338
150	On linear independence of T-spline blending functions. <i>Computer Aided Geometric Design</i> , 2012 , 29, 63-76.2	7.6	161
149	User-friendly interactive image segmentation through unified combinatorial user inputs. <i>IEEE Transactions on Image Processing</i> , 2010 , 19, 2470-9	8.7	98
148	Robust interactive image segmentation using convex active contours. <i>IEEE Transactions on Image Processing</i> , 2012 , 21, 3734-43	8.7	82
147	CNN-Based Real-Time Dense Face Reconstruction with Inverse-Rendered Photo-Realistic Face Images. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2019 , 41, 1294-1307	13.3	73
146	CT volumetry of the liver: where does it stand in clinical practice?. <i>Clinical Radiology</i> , 2014 , 69, 887-95	2.9	70
145	Design and development of a Virtual Dolphinarium for children with autism. <i>IEEE Transactions on Neural Systems and Rehabilitation Engineering</i> , 2013 , 21, 208-17	4.8	70
144	Texture aware image segmentation using graph cuts and active contours. <i>Pattern Recognition</i> , 2013 , 46, 1719-1733	7.7	63
143	Variational mesh decomposition. <i>ACM Transactions on Graphics</i> , 2012 , 31, 1-14	7.6	56
142	The mu-basis of a rational ruled surface. <i>Computer Aided Geometric Design</i> , 2001 , 18, 61-72	1.2	50
141	Parallel genetic algorithm based automatic path planning for crane lifting in complex environments. <i>Automation in Construction</i> , 2016 , 62, 133-147	9.6	45
140	Reciprocal frame structures made easy. <i>ACM Transactions on Graphics</i> , 2013 , 32, 1-13	7.6	42
139	A diffusion approach to seeded image segmentation 2010 ,		42
138	Robust surface reconstruction via dictionary learning. <i>ACM Transactions on Graphics</i> , 2014 , 33, 1-12	7.6	37
137	Knot intervals and multi-degree splines. <i>Computer Aided Geometric Design</i> , 2003 , 20, 455-468	1.2	32
136	Target curvature driven fairing algorithm for planar cubic B-spline curves. <i>Computer Aided Geometric Design</i> , 2004 , 21, 499-513	1.2	29

135	Mesh Denoising using Extended ROF Model with L1 Fidelity. <i>Computer Graphics Forum</i> , 2015 , 34, 35-45	2.4	28
134	Linear perturbation methods for topologically consistent representations of free-form surface intersections. <i>Computer Aided Geometric Design</i> , 2004 , 21, 303-319	1.2	26
133	Approximate Implicitization Using Monoid Curves and Surfaces. <i>Graphical Models</i> , 1999 , 61, 177-198		26
132	Mesh Snapping: Robust Interactive Mesh Cutting Using Fast Geodesic Curvature Flow. <i>Computer Graphics Forum</i> , 2010 , 29, 517-526	2.4	25
131	Accurate and Efficient Approximation of Clothoids Using Bézier Curves for Path Planning. <i>IEEE Transactions on Robotics</i> , 2017 , 33, 1242-1247	6.5	23
130	Interpolation over arbitrary topology meshes using a two-phase subdivision scheme. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2006 , 12, 301-10	4	22
129	Least squares methods for solving differential equations using Bézier control points. <i>Applied Numerical Mathematics</i> , 2004 , 48, 237-252	2.5	22
128	A Direct Approach to Computing the Basis of Planar Rational Curves. <i>Journal of Symbolic Computation</i> , 2001 , 31, 619-629	0.8	22
127	Curvature continuity between adjacent rational Bézier patches. <i>Computer Aided Geometric Design</i> , 1992 , 9, 321-335	1.2	22
126	. <i>IEEE Transactions on Industrial Informatics</i> , 2018 , 14, 829-845	11.9	20
125	The Making of a 3D-Printed, Cable-Driven, Single-Model, Lightweight Humanoid Robotic Hand. <i>Frontiers in Robotics and AI</i> , 2017 , 4,	2.8	20
124	Adaptive T-spline surface fitting to z-map models 2005 ,		20
123	Curvature-guided adaptive T-spline surface fitting. <i>CAD Computer Aided Design</i> , 2013 , 45, 1095-1107	2.9	19
122	Immersive protein gaming for bio edutainment. <i>Simulation and Gaming</i> , 2006 , 37, 466-475	1.9	19
121	Perturbing Bézier coefficients for best constrained degree reduction in the L2-norm. <i>Graphical Models</i> , 2003 , 65, 351-368	0.9	19
120	Automatic re-planning of lifting paths for robotized tower cranes in dynamic BIM environments. <i>Automation in Construction</i> , 2020 , 110, 102998	9.6	19
119	G _{Cn} continuity conditions for adjacent rational parametric surfaces. <i>Computer Aided Geometric Design</i> , 1995 , 12, 111-129	1.2	17
118	Embedding QR codes onto B-spline surfaces for 3D printing. <i>CAD Computer Aided Design</i> , 2018 , 102, 215-223	2.3	16

117	Interactive mesh cutting using constrained random walks. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2011 , 17, 357-67	4	15
116	Natural and seamless image composition with color control. <i>IEEE Transactions on Image Processing</i> , 2009 , 18, 2584-92	8.7	15
115	A VR simulator for intracardiac intervention. <i>IEEE Computer Graphics and Applications</i> , 2013 , 33, 44-57	1.7	13
114	Alive Caricature from 2D to 3D 2018 ,		13
113	Reconsideration of T-spline data models and their exchanges using STEP. <i>CAD Computer Aided Design</i> , 2016 , 79, 36-47	2.9	12
112	Approximate -spline surface skinning. <i>CAD Computer Aided Design</i> , 2012 , 44, 1269-1276	2.9	12
111	Constructing Triangular Meshes of Minimal Area. <i>Computer-Aided Design and Applications</i> , 2008 , 5, 508-518		12
110	T-spline simplification and local refinement 2004 ,		12
109	Shading-Based Surface Detail Recovery Under General Unknown Illumination. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , 2018 , 40, 423-436	13.3	11
108	Example-guided anthropometric human body modeling. <i>Visual Computer</i> , 2015 , 31, 1615-1631	2.3	11
107	Euler arc splines for curve completion. <i>Computers and Graphics</i> , 2012 , 36, 642-650	1.8	11
106	Progressive surface reconstruction for heart mapping procedure. <i>CAD Computer Aided Design</i> , 2012 , 44, 289-299	2.9	11
105	Prediction of Negative Symptoms of Schizophrenia from Emotion Related Low-Level Speech Signals 2018 ,		11
104	A color-guided, region-adaptive and depth-selective unified framework for Kinect depth recovery 2013 ,		10
103	Local T-spline surface skinning. <i>Visual Computer</i> , 2012 , 28, 787-797	2.3	10
102	An alternative method for constructing interpolatory subdivision from approximating subdivision. <i>Computer Aided Geometric Design</i> , 2012 , 29, 474-484	1.2	10
101	A geometric approach to the modeling of the catheter-heart interaction for VR simulation of intra-cardiac intervention. <i>Computers and Graphics</i> , 2011 , 35, 1013-1022	1.8	10
100	Kinect Depth Recovery Using a Color-Guided, Region-Adaptive, and Depth-Selective Framework. <i>ACM Transactions on Intelligent Systems and Technology</i> , 2015 , 6, 1-19	8	9

99	An image processing approach to feature-preserving B-spline surface fairing. <i>CAD Computer Aided Design</i> , 2018 , 99, 1-10	2.9	9
98	Control Point Removal Algorithm for T-Spline Surfaces. <i>Lecture Notes in Computer Science</i> , 2006 , 385-396.	6.9	9
97	Disentangled Human Body Embedding Based on Deep Hierarchical Neural Network. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2020 , 26, 2560-2575	4	9
96	. <i>IEEE Transactions on Multimedia</i> , 2016 , 18, 1516-1530	6.6	9
95	Birational quadrilateral maps. <i>Computer Aided Geometric Design</i> , 2015 , 32, 1-4	1.2	8
94	Minimizing the maximal ratio of weights of a rational Bézier curve. <i>Computer Aided Geometric Design</i> , 2005 , 22, 275-280	1.2	8
93	Modeling deviations of rgb-d cameras for accurate depth map and color image registration. <i>Multimedia Tools and Applications</i> , 2018 , 77, 14951-14977	2.5	8
92	Surface skinning using periodic T-spline in semi-NURBS form. <i>Journal of Computational and Applied Mathematics</i> , 2015 , 273, 116-131	2.4	7
91	Representing images using curvilinear feature driven subdivision surfaces. <i>IEEE Transactions on Image Processing</i> , 2014 , 23, 3268-80	8.7	7
90	A B-spline approach to phase unwrapping in tagged cardiac MRI for motion tracking. <i>Magnetic Resonance in Medicine</i> , 2013 , 69, 1297-309	4.4	7
89	Gaussian and mean curvatures of rational Bézier patches. <i>Computer Aided Geometric Design</i> , 2003 , 20, 297-301	1.2	7
88	Making Doo-Sabin surface interpolation always work over irregular meshes. <i>Visual Computer</i> , 2005 , 21, 242-251	2.3	7
87	Estimating tessellation parameter intervals for rational curves and surfaces. <i>ACM Transactions on Graphics</i> , 2000 , 19, 56-77	7.6	7
86	Facial Expression Retargeting from Human to Avatar Made Easy. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2020 , PP,	4	7
85	Compressive environment matting. <i>Visual Computer</i> , 2015 , 31, 1587-1600	2.3	6
84	Real-Time Subspace Integration for Example-Based Elastic Material. <i>Computer Graphics Forum</i> , 2015 , 34, 395-404	2.4	6
83	A benchmark for semantic image segmentation 2013 ,		6
82	Real-Time and Realistic Simulation for Cardiac Intervention with GPU 2010 ,		6

81	Kernel modeling for molecular surfaces using a uniform solution. <i>CAD Computer Aided Design</i> , 2010 , 42, 267-278	2.9	6
80	. <i>IEEE Transactions on Multimedia</i> , 2008 , 10, 724-734	6.6	6
79	Generalized hierarchical NURBS for interactive shape modification 2008 ,		6
78	Geometric characteristics of a class of cubic curves with rational offsets. <i>CAD Computer Aided Design</i> , 2016 , 70, 36-45	2.9	5
77	DE-Path: A Differential-Evolution-Based Method for Computing Energy-Minimizing Paths on Surfaces. <i>CAD Computer Aided Design</i> , 2019 , 114, 73-81	2.9	5
76	Foldover-Free Mesh Warping for Constrained Texture Mapping. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2015 , 21, 375-88	4	5
75	PCMD: personality-characterized mood dynamics model toward personalized virtual characters. <i>Computer Animation and Virtual Worlds</i> , 2015 , 26, 237-245	0.9	5
74	Globally Consistent Wrinkle-Aware Shading of Line Drawings. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2018 , 24, 2103-2117	4	5
73	Object-level image segmentation using low level cues. <i>IEEE Transactions on Image Processing</i> , 2013 , 22, 4019-27	8.7	5
72	Curvature tensor computation by piecewise surface interpolation. <i>CAD Computer Aided Design</i> , 2013 , 45, 1639-1650	2.9	5
71	Adaptive patch size determination for patch-based image completion 2010 ,		5
70	An additional branch free algebraic B-spline curve fitting method. <i>Visual Computer</i> , 2010 , 26, 801-811	2.3	5
69	A GPU-Enabled Parallel Genetic Algorithm for Path Planning of Robotic Operators 2015 , 1-13		5
68	Progressive sketching with instant previewing. <i>Computers and Graphics</i> , 2019 , 81, 9-19	1.8	4
67	Recovering facial reflectance and geometry from multi-view images. <i>Image and Vision Computing</i> , 2020 , 96, 103897	3.7	4
66	Proxy-driven free-form deformation by topology-adjustable control lattice. <i>Computers and Graphics</i> , 2020 , 89, 167-177	1.8	4
65	An algorithm for finding intersection between ball B-spline curves. <i>Journal of Computational and Applied Mathematics</i> , 2018 , 327, 260-273	2.4	4
64	MCAEM: mixed-correlation analysis-based episodic memory for companion-user interactions. <i>Visual Computer</i> , 2018 , 34, 1129-1141	2.3	4

63	A Methodology to Model and Simulate Customized Realistic Anthropomorphic Robotic Hands 2018 ,		4
62	An Interactive Computational Design Tool for Large Reciprocal Frame Structures. <i>Nexus Network Journal</i> , 2014 , 16, 109-118	0.3	4
61	Variational structureTexture image decomposition on manifolds. <i>Signal Processing</i> , 2013 , 93, 1773-1784	4.4	4
60	Blind watermarking of NURBS curves and surfaces. <i>CAD Computer Aided Design</i> , 2013 , 45, 144-153	2.9	4
59	Constrained active contours for boundary refinement in interactive image segmentation 2012 ,		4
58	Tubular triangular mesh parameterization and applications. <i>Computer Animation and Virtual Worlds</i> , 2010 , 21, 91-102	0.9	4
57	Bounds on the Moving Control Points of Hybrid Curves. <i>Graphical Models</i> , 1997 , 59, 19-25		4
56	Virtual reality prototyping of bio-molecules. <i>Virtual and Physical Prototyping</i> , 2007 , 2, 37-49	10.1	4
55	Algebraic Methods for Computer Aided Geometric Design 2002 , 363-387		4
54	. <i>IEEE Access</i> , 2019 , 7, 183300-183310	3.5	4
53	Multiple consumer-grade depth camera registration using everyday objects. <i>Image and Vision Computing</i> , 2017 , 62, 1-7	3.7	3
52	Physically-Based NURBS Surface Editing With Curves. <i>Computer-Aided Design and Applications</i> , 2012 , 9, 361-374	1.4	3
51	Freeform-based form feature modeling using a hierarchical & multi-resolution NURBS method 2010 ,		3
50	BIO-NATIVE SHAPE MODELING AND VIRTUAL REALITY FOR BIO EDUCATION. <i>International Journal of Image and Graphics</i> , 2006 , 06, 251-265	0.5	3
49	Towards Complex and Continuous Manipulation: A Gesture Based Anthropomorphic Robotic Hand Design. <i>IEEE Robotics and Automation Letters</i> , 2021 , 6, 5461-5468	4.2	3
48	VR Bio X Games. <i>Lecture Notes in Computer Science</i> , 2008 , 278-287	0.9	3
47	Collision Detection Using Axis Aligned Bounding Boxes. <i>Gaming Media and Social Effects</i> , 2014 , 1-14	0.6	3
46	Object Grasping of Humanoid Robot Based on YOLO. <i>Lecture Notes in Computer Science</i> , 2019 , 476-482	0.9	2

45	Algebraic and geometric characterizations of a class of planar quartic curves with rational offsets. <i>Computer Aided Geometric Design</i> , 2020 , 79, 101873	1.2	2
44	Tetrahedral mesh deformation with positional constraints. <i>Computer Aided Geometric Design</i> , 2020 , 81, 101909	1.2	2
43	Madam Snake White: A Case Study on Virtual Reality Continuum Applications for Singaporean Culture and Heritage at Haw Par Villa. <i>Presence: Teleoperators and Virtual Environments</i> , 2018 , 26, 378-388	2.9	2
42	Point Cloud Based Path Planning for Tower Crane Lifting 2018 ,		2
41	Adaptive-weighted cubic B-spline using lookup tables for fast and efficient axial resampling of 3D confocal microscopy images. <i>Microscopy Research and Technique</i> , 2012 , 75, 20-7	2.8	2
40	Shape aware normal interpolation for curved surface shading from polyhedral approximation. <i>Visual Computer</i> , 2013 , 29, 189-201	2.3	2
39	Interproximate curve subdivision. <i>Journal of Computational and Applied Mathematics</i> , 2013 , 244, 36-48	2.4	2
38	Poselet-based multiple human identification and cosegmentation 2014 ,		2
37	A computational approach to joint line detection on triangular meshes. <i>Engineering With Computers</i> , 2014 , 30, 583-597	4.5	2
36	Interactive object segmentation from multi-view images. <i>Journal of Visual Communication and Image Representation</i> , 2013 , 24, 477-485	2.7	2
35	Flexible and Accurate Transparent-Object Matting and Compositing Using Refractive Vector Field. <i>Computer Graphics Forum</i> , 2011 , 30, 1812-1824	2.4	2
34	Triangular Bézier sub-surfaces on a triangular Bézier surface. <i>Journal of Computational and Applied Mathematics</i> , 2011 , 235, 5001-5016	2.4	2
33	Reference Plane Assisted Sketching Interface for 3D Freeform Shape Design 2010 ,		2
32	C 1 NURBS representations of G 1 composite rational Bézier curves. <i>Computing (Vienna/New York)</i> , 2009 , 86, 257-268	2.2	2
31	Fast environment matting extraction using compressive sensing 2011 ,		2
30	A conjecture on tangent intersections of surface patches. <i>Computer Aided Geometric Design</i> , 2004 , 21, 1-2	1.2	2
29	Parallel Point Cloud Compression Using Truncated Octree 2020 ,		2
28	Modeling Caricature Expressions by 3D Blendshape and Dynamic Texture 2020 ,		2

27	Nature grasping by a cable-driven under-actuated anthropomorphic robotic hand. <i>Telkomnika (Telecommunication Computing Electronics and Control)</i> , 2019 , 17, 1	1.4	2
26	GPU Accelerated Simulation of Cardiac Activities. <i>Journal of Computers</i> , 2010 , 5,	1.4	2
25	BEACon: a boundary embedded attentional convolution network for point cloud instance segmentation. <i>Visual Computer</i> ,1	2.3	2
24	Combining Memory and Emotion With Dialog on Social Companion 2016 ,		2
23	Unsupervised Dense Light Field Reconstruction with Occlusion Awareness. <i>Computer Graphics Forum</i> , 2019 , 38, 425-436	2.4	2
22	Real-time 3D Face-Eye Performance Capture of a Person Wearing VR Headset 2018 ,		2
21	Shading-Based Surface Recovery Using Subdivision-Based Representation. <i>Computer Graphics Forum</i> , 2019 , 38, 417-428	2.4	1
20	TV-L1 Optimization for B-Spline Surface Reconstruction with Sharp Features 2013 ,		1
19	Variational reconstruction using subdivision surfaces with continuous sharpness control. <i>Computational Visual Media</i> , 2017 , 3, 217-228	3.9	1
18	Bivariate splines over triangular meshes for freeform surface modeling with sharp features. <i>Computer-Aided Design and Applications</i> , 2017 , 14, 498-506	1.4	1
17	Solving the out-of-gamut problem in image composition 2010 ,		1
16	Progressive Coding and Illumination and View Dependent Transmission of 3-D Meshes Using R-D Optimization. <i>IEEE Transactions on Circuits and Systems for Video Technology</i> , 2010 , 20, 575-586	6.4	1
15	T-splines in VRML 2011 ,		1
14	Monge mapping using hierarchical NURBS. <i>Visual Computer</i> , 2010 , 26, 779-789	2.3	1
13	Re-examination of applying wavelet based progressive image coder for 3D semi-regular mesh compression 2008 ,		1
12	View-Based 3D Model Transmission via Mesh Segmentation 2007 ,		1
11	Periodic T-Splines and Tubular Surface Fitting. <i>Lecture Notes in Computer Science</i> , 2012 , 731-746	0.9	1
10	Creative Corbel Modeling Using Evolution Principle 2020 ,		1

9	Generative design of decorative architectural parts. <i>Visual Computer</i> ,1	2.3	1
8	Half-body Portrait Relighting with Overcomplete Lighting Representation. <i>Computer Graphics Forum</i> , 2021 , 40, 371-381	2.4	1
7	GeoConv: Geodesic Guided Convolution for Facial Action Unit Recognition. <i>Pattern Recognition</i> , 2021 , 108355	7.7	1
6	Server Allocation for Massively Multiplayer Online Cloud Games Using Evolutionary Optimization. <i>ACM Transactions on Multimedia Computing, Communications and Applications</i> , 2021 , 17, 1-23	3.4	0
5	Constructing self-supporting surfaces with planar quadrilateral elements. <i>Computational Visual Media</i> ,1	3.9	0
4	Triangular Mesh Deformation via Edge-Based Graph. <i>Computer-Aided Design and Applications</i> , 2012 , 9, 345-359	1.4	
3	An Improvement on the Upper Bounds of the Partial Derivatives of NURBS Surfaces. <i>Mathematics</i> , 2020 , 8, 1382	2.3	
2	Truncated octree and its applications. <i>Visual Computer</i> ,1	2.3	
1	Interactive Labeling for Generation of CityGML Building Models from Meshes. <i>Human-computer Interaction Series</i> , 2021 , 147-163	0.6	