Jianmin Zheng

List of Publications by Year in Descending Order

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	Towards Complex and Continuous Manipulation: A Gesture Based Anthropomorphic Robotic Hand Design. *IEEE Robotics and Automation Letters*, **2021**, 6, 5461-5468	4.2	3
151	Server Allocation for Massively Multiplayer Online Cloud Games Using Evolutionary Optimization. *ACM Transactions on Multimedia Computing, Communications and Applications*, **2021**, 17, 1-23	3.4	0
150	Interactive Labeling for Generation of CityGML Building Models from Meshes. *Human-computer Interaction Series*, **2021**, 147-163	0.6	
149	Half-body Portrait Relighting with Overcomplete Lighting Representation. *Computer Graphics Forum*, **2021**, 40, 371-381	2.4	1
148	GeoConv: Geodesic Guided Convolution for Facial Action Unit Recognition. *Pattern Recognition*, **2021**, 108355	7.7	1
147	Algebraic and geometric characterizations of a class of planar quartic curves with rational offsets. *Computer Aided Geometric Design*, **2020**, 79, 101873	1.2	2
146	Tetrahedral mesh deformation with positional constraints. *Computer Aided Geometric Design*, **2020**, 81, 101909	1.2	2
145	Recovering facial reflectance and geometry from multi-view images. *Image and Vision Computing*, **2020**, 96, 103897	3.7	4
144	Proxy-driven free-form deformation by topology-adjustable control lattice. *Computers and Graphics*, **2020**, 89, 167-177	1.8	4
143	Parallel Point Cloud Compression Using Truncated Octree **2020**,		2
142	Modeling Caricature Expressions by 3D Blendshape and Dynamic Texture **2020**,		2
141	Automatic re-planning of lifting paths for robotized tower cranes in dynamic BIM environments. *Automation in Construction*, **2020**, 110, 102998	9.6	19
140	Disentangled Human Body Embedding Based on Deep Hierarchical Neural Network. *IEEE Transactions on Visualization and Computer Graphics*, **2020**, 26, 2560-2575	4	9
139	Facial Expression Retargeting from Human to Avatar Made Easy. *IEEE Transactions on Visualization and Computer Graphics*, **2020**, PP,	4	7
138	An Improvement on the Upper Bounds of the Partial Derivatives of NURBS Surfaces. *Mathematics*, **2020**, 8, 1382	2.3	
137	Creative Corbel Modeling Using Evolution Principle **2020**,		1
136	Object Grasping of Humanoid Robot Based on YOLO. *Lecture Notes in Computer Science*, **2019**, 476-482	0.9	2

135	DE-Path: A Differential-Evolution-Based Method for Computing Energy-Minimizing Paths on Surfaces. *CAD Computer Aided Design*, **2019**, 114, 73-81	2.9	5
134	Progressive sketching with instant previewing. *Computers and Graphics*, **2019**, 81, 9-19	1.8	4
133	Shading-Based Surface Recovery Using Subdivision-Based Representation. *Computer Graphics Forum*, **2019**, 38, 417-428	2.4	1
132	CNN-Based Real-Time Dense Face Reconstruction with Inverse-Rendered Photo-Realistic Face Images. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2019**, 41, 1294-1307	13.3	73
131	Nature grasping by a cable-driven under-actuated anthropomorphic robotic hand. *Telkomnika (Telecommunication Computing Electronics and Control)*, **2019**, 17, 1	1.4	2
130	. *IEEE Access*, **2019**, 7, 183300-183310	3.5	4
129	Unsupervised Dense Light Field Reconstruction with Occlusion Awareness. *Computer Graphics Forum*, **2019**, 38, 425-436	2.4	2
128	An image processing approach to feature-preserving B-spline surface fairing. *CAD Computer Aided Design*, **2018**, 99, 1-10	2.9	9
127	Shading-Based Surface Detail Recovery Under General Unknown Illumination. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, **2018**, 40, 423-436	13.3	11
126	. *IEEE Transactions on Industrial Informatics*, **2018**, 14, 829-845	11.9	20
125	Globally Consistent Wrinkle-Aware Shading of Line Drawings. *IEEE Transactions on Visualization and Computer Graphics*, **2018**, 24, 2103-2117	4	5
124	An algorithm for finding intersection between ball B-spline curves. *Journal of Computational and Applied Mathematics*, **2018**, 327, 260-273	2.4	4
123	Madam Snake White: A Case Study on Virtual Reality Continuum Applications for Singaporean Culture and Heritage at Haw Par Villa. *Presence: Teleoperators and Virtual Environments*, **2018**, 26, 378-388	2.9	2
122	MCAEM: mixed-correlation analysis-based episodic memory for companionɡser interactions. *Visual Computer*, **2018**, 34, 1129-1141	2.3	4
121	A Methodology to Model and Simulate Customized Realistic Anthropomorphic Robotic Hands **2018**,		4
120	Point Cloud Based Path Planning for Tower Crane Lifting **2018**,		2
119	Modeling deviations of rgb-d cameras for accurate depth map and color image registration. *Multimedia Tools and Applications*, **2018**, 77, 14951-14977	2.5	8
118	Alive Caricature from 2D to 3D **2018**,		13

117	Real-time 3D Face-Eye Performance Capture of a Person Wearing VR Headset **2018**,		2
116	Prediction of Negative Symptoms of Schizophrenia from Emotion Related Low-Level Speech Signals **2018**,		11
115	Embedding QR codes onto B-spline surfaces for 3D printing. *CAD Computer Aided Design*, **2018**, 102, 215-223	2.9	16
114	Multiple consumer-grade depth camera registration using everyday´objects. *Image and Vision Computing*, **2017**, 62, 1-7	3.7	3
113	Variational reconstruction using subdivision surfaces with continuous sharpness control. *Computational Visual Media*, **2017**, 3, 217-228	3.9	1
112	Accurate and Efficient Approximation of Clothoids Using Bézier Curves for Path Planning. *IEEE Transactions on Robotics*, **2017**, 33, 1242-1247	6.5	23
111	Bivariate splines over triangular meshes for freeform surface modeling with sharp features. *Computer-Aided Design and Applications*, **2017**, 14, 498-506	1.4	1
110	The Making of a 3D-Printed, Cable-Driven, Single-Model, Lightweight Humanoid Robotic Hand. *Frontiers in Robotics and AI*, **2017**, 4,	2.8	20
109	Geometric characteristics of a class of cubic curves with rational offsets. *CAD Computer Aided Design*, **2016**, 70, 36-45	2.9	5
108	Reconsideration of T-spline data models and their exchanges using STEP. *CAD Computer Aided Design*, **2016**, 79, 36-47	2.9	12
107	Parallel genetic algorithm based automatic path planning for crane lifting in complex environments. *Automation in Construction*, **2016**, 62, 133-147	9.6	45
106	Combining Memory and Emotion With Dialog on Social Companion **2016**,		2
105	. *IEEE Transactions on Multimedia*, **2016**, 18, 1516-1530	6.6	9
104	Compressive environment matting. *Visual Computer*, **2015**, 31, 1587-1600	2.3	6
103	Surface skinning using periodic T-spline in semi-NURBS form. *Journal of Computational and Applied Mathematics*, **2015**, 273, 116-131	2.4	7
102	Foldover-Free Mesh Warping for Constrained Texture Mapping. *IEEE Transactions on Visualization and Computer Graphics*, **2015**, 21, 375-88	4	5
101	Kinect Depth Recovery Using a Color-Guided, Region-Adaptive, and Depth-Selective Framework. *ACM Transactions on Intelligent Systems and Technology*, **2015**, 6, 1-19	8	9
100	PCMD: personality-characterized mood dynamics model toward personalized virtual characters. *Computer Animation and Virtual Worlds*, **2015**, 26, 237-245	0.9	5

99	Birational quadrilateral maps. *Computer Aided Geometric Design*, **2015**, 32, 1-4	1.2	8
98	Real-Time Subspace Integration for Example-Based Elastic Material. *Computer Graphics Forum*, **2015**, 34, 395-404	2.4	6
97	Mesh Denoising using Extended ROF Model with L1 Fidelity. *Computer Graphics Forum*, **2015**, 34, 35-45	2.4	28
96	Example-guided anthropometric human body modeling. *Visual Computer*, **2015**, 31, 1615-1631	2.3	11
95	A GPU-Enabled Parallel Genetic Algorithm for Path Planning of Robotic Operators **2015**, 1-13		5
94	CT volumetry of the liver: where does it stand in clinical practice?. *Clinical Radiology*, **2014**, 69, 887-95	2.9	70
93	An Interactive Computational Design Tool for Large Reciprocal Frame Structures. *Nexus Network Journal*, **2014**, 16, 109-118	0.3	4
92	Representing images using curvilinear feature driven subdivision surfaces. *IEEE Transactions on Image Processing*, **2014**, 23, 3268-80	8.7	7
91	Robust surface reconstruction via dictionary learning. *ACM Transactions on Graphics*, **2014**, 33, 1-12	7.6	37
90	Poselet-based multiple human identification and cosegmentation **2014**,		2
89	A computational approach to joint line detection on triangular meshes. *Engineering With Computers*, **2014**, 30, 583-597	4.5	2
88	Collision Detection Using Axis Aligned Bounding Boxes. *Gaming Media and Social Effects*, **2014**, 1-14	0.6	3
87	A B-spline approach to phase unwrapping in tagged cardiac MRI for motion tracking. *Magnetic Resonance in Medicine*, **2013**, 69, 1297-309	4.4	7
86	Object-level image segmentation using low level cues. *IEEE Transactions on Image Processing*, **2013**, 22, 4019-27	8.7	5
85	Shape aware normal interpolation for curved surface shading from polyhedral approximation. *Visual Computer*, **2013**, 29, 189-201	2.3	2
84	TV-L1 Optimization for B-Spline Surface Reconstruction with Sharp Features **2013**,		1
83	A color-guided, region-adaptive and depth-selective unified framework for Kinect depth recovery **2013**,		10
82	Design and development of a Virtual Dolphinarium for children with autism. *IEEE Transactions on Neural Systems and Rehabilitation Engineering*, **2013**, 21, 208-17	4.8	70

81	Texture aware image segmentation using graph cuts and active contours. *Pattern Recognition*, **2013**, 46, 1719-1733	7.7	63
80	Curvature tensor computation by piecewise surface interpolation. *CAD Computer Aided Design*, **2013**, 45, 1639-1650	2.9	5
79	Curvature-guided adaptive T-spline surface fitting. *CAD Computer Aided Design*, **2013**, 45, 1095-1107	2.9	19
78	Variational structure Texture image decomposition on manifolds. *Signal Processing*, **2013**, 93, 1773-1784	4.4	4
77	Interproximate curve subdivision. *Journal of Computational and Applied Mathematics*, **2013**, 244, 36-48	2.4	2
76	A VR simulator for intracardiac intervention. *IEEE Computer Graphics and Applications*, **2013**, 33, 44-57	1.7	13
75	Interactive object segmentation from multi-view images. *Journal of Visual Communication and Image Representation*, **2013**, 24, 477-485	2.7	2
74	Blind watermarking of NURBS curves and surfaces. *CAD Computer Aided Design*, **2013**, 45, 144-153	2.9	4
73	Reciprocal frame structures made easy. *ACM Transactions on Graphics*, **2013**, 32, 1-13	7.6	42
72	A benchmark for semantic image segmentation **2013**,		6
71	Adaptive-weighted cubic B-spline using lookup tables for fast and efficient axial resampling of 3D confocal microscopy images. *Microscopy Research and Technique*, **2012**, 75, 20-7	2.8	2
70	Physically-Based NURBS Surface Editing With Curves. *Computer-Aided Design and Applications*, **2012**, 9, 361-374	1.4	3
69	Triangular Mesh Deformation via Edge-Based Graph. *Computer-Aided Design and Applications*, **2012**, 9, 345-359	1.4	
68	Approximate -spline surface skinning. *CAD Computer Aided Design*, **2012**, 44, 1269-1276	2.9	12
67	Euler arc splines for curve completion. *Computers and Graphics*, **2012**, 36, 642-650	1.8	11
66	Robust interactive image segmentation using convex active contours. *IEEE Transactions on Image Processing*, **2012**, 21, 3734-43	8.7	82
65	Local T-spline surface skinning. *Visual Computer*, **2012**, 28, 787-797	2.3	10
64	Progressive surface reconstruction for heart mapping procedure. *CAD Computer Aided Design*, **2012**, 44, 289-299	2.9	11

63	On linear independence of T-spline blending functions. *Computer Aided Geometric Design*, **2012**, 29, 63-76	1.2	161
62	An alternative method for constructing interpolatory subdivision from approximating subdivision. *Computer Aided Geometric Design*, **2012**, 29, 474-484	1.2	10
61	Variational mesh decomposition. *ACM Transactions on Graphics*, **2012**, 31, 1-14	7.6	56
60	Constrained active contours for boundary refinement in interactive image segmentation **2012**,		4
59	Periodic T-Splines and Tubular Surface Fitting. *Lecture Notes in Computer Science*, **2012**, 731-746	0.9	1
58	Interactive mesh cutting using constrained random walks. *IEEE Transactions on Visualization and Computer Graphics*, **2011**, 17, 357-67	4	15
57	Flexible and Accurate Transparent-Object Matting and Compositing Using Refractive Vector Field. *Computer Graphics Forum*, **2011**, 30, 1812-1824	2.4	2
56	A geometric approach to the modeling of the catheter-heart interaction for VR simulation of intra-cardiac intervention. *Computers and Graphics*, **2011**, 35, 1013-1022	1.8	10
55	Triangular Bézier sub-surfaces on a triangular Bézier surface. *Journal of Computational and Applied Mathematics*, **2011**, 235, 5001-5016	2.4	2
54	T-splines in VRML **2011**,		1
53	Fast environment matting extraction using compressive sensing **2011**,		2
52	Mesh Snapping: Robust Interactive Mesh Cutting Using Fast Geodesic Curvature Flow. *Computer Graphics Forum*, **2010**, 29, 517-526	2.4	25
51	Solving the out-of-gamut problem in image composition **2010**,		1
50	User-friendly interactive image segmentation through unified combinatorial user inputs. *IEEE Transactions on Image Processing*, **2010**, 19, 2470-9	8.7	98
49	A diffusion approach to seeded image segmentation **2010**,		42
48	Real-Time and Realistic Simulation for Cardiac Intervention with GPU **2010**,		6
47	Freeform-based form feature modeling using a hierarchical & multi-resolution NURBS method **2010**,		3
46	Adaptive patch size determination for patch-based image completion **2010**,		5

45	Progressive Coding and Illumination and View Dependent Transmission of 3-D Meshes Using R-D Optimization. *IEEE Transactions on Circuits and Systems for Video Technology*, **2010**, 20, 575-586	6.4	1
44	Reference Plane Assisted Sketching Interface for 3D Freeform Shape Design **2010**,		2
43	Monge mapping using hierarchical NURBS. *Visual Computer*, **2010**, 26, 779-789	2.3	1
42	An additional branch free algebraic B-spline curve fitting method. *Visual Computer*, **2010**, 26, 801-811	2.3	5
41	Tubular triangular mesh parameterization and applications. *Computer Animation and Virtual Worlds*, **2010**, 21, 91-102	0.9	4
40	Kernel modeling for molecular surfaces using a uniform solution. *CAD Computer Aided Design*, **2010**, 42, 267-278	2.9	6
39	GPU Accelerated Simulation of Cardiac Activities. *Journal of Computers*, **2010**, 5,	1.4	2
38	C 1 NURBS representations of G 1 composite rational Bézier curves. *Computing (Vienna/New York)*, **2009**, 86, 257-268	2.2	2
37	Natural and seamless image composition with color control. *IEEE Transactions on Image Processing*, **2009**, 18, 2584-92	8.7	15
36	. *IEEE Transactions on Multimedia*, **2008**, 10, 724-734	6.6	6
35	Re-examination of applying wavelet based progressive image coder for 3D semi-regular mesh compression **2008**,		1
34	Constructing Triangular Meshes of Minimal Area. *Computer-Aided Design and Applications*, **2008**, 5, 508-518	1.1	12
33	Generalized hierarchical NURBS for interactive shape modification **2008**,		6
32	VR Bio X Games. *Lecture Notes in Computer Science*, **2008**, 278-287	0.9	3
31	Virtual reality prototyping of bio-molecules. *Virtual and Physical Prototyping*, **2007**, 2, 37-49	10.1	4
30	View-Based 3D Model Transmission via Mesh Segmentation **2007**,		1
29	BIO-NATIVE SHAPE MODELING AND VIRTUAL REALITY FOR BIO EDUCATION. *International Journal of Image and Graphics*, **2006**, 06, 251-265	0.5	3
28	Immersive protein gaming for bio edutainment. *Simulation and Gaming*, **2006**, 37, 466-475	1.9	19

27	Interpolation over arbitrary topology meshes using a two-phase subdivision scheme. *IEEE Transactions on Visualization and Computer Graphics*, **2006**, 12, 301-10	4	22
26	Control Point Removal Algorithm for T-Spline Surfaces. *Lecture Notes in Computer Science*, **2006**, 385-396	0.9	9
25	Adaptive T-spline surface fitting to z-map models **2005**,		20
24	Minimizing the maximal ratio of weights of a rational Bézier curve. *Computer Aided Geometric Design*, **2005**, 22, 275-280	1.2	8
23	Making Doo-Sabin surface interpolation always work over irregular meshes. *Visual Computer*, **2005**, 21, 242-251	2.3	7
22	T-spline simplification and local refinement. *ACM Transactions on Graphics*, **2004**, 23, 276-283	7.6	338
21	Least squares methods for solving differential equations using Bézier control points. *Applied Numerical Mathematics*, **2004**, 48, 237-252	2.5	22
20	A conjecture on tangent intersections of surface patches. *Computer Aided Geometric Design*, **2004**, 21, 1-2	1.2	2
19	Linear perturbation methods for topologically consistent representations of free-form surface intersections. *Computer Aided Geometric Design*, **2004**, 21, 303-319	1.2	26
18	Target curvature driven fairing algorithm for planar cubic B-spline curves. *Computer Aided Geometric Design*, **2004**, 21, 499-513	1.2	29
17	T-spline simplification and local refinement **2004**,		12
16	Perturbing Bézier coefficients for best constrained degree reduction in the L2-norm. *Graphical Models*, **2003**, 65, 351-368	0.9	19
15	Gaussian and mean curvatures of rational Bézier patches. *Computer Aided Geometric Design*, **2003**, 20, 297-301	1.2	7
14	Knot intervals and multi-degree splines. *Computer Aided Geometric Design*, **2003**, 20, 455-468	1.2	32
13	T-splines and T-NURCCs. *ACM Transactions on Graphics*, **2003**, 22, 477-484	7.6	595
12	Algebraic Methods for Computer Aided Geometric Design **2002**, 363-387		4
11	The mu-basis of a rational ruled surface. *Computer Aided Geometric Design*, **2001**, 18, 61-72	1.2	50
10	A Direct Approach to Computing the µ-basis of Planar Rational Curves. *Journal of Symbolic Computation*, **2001**, 31, 619-629	0.8	22

9	Estimating tessellation parameter intervals for rational curves and surfaces. *ACM Transactions on Graphics*, **2000**, 19, 56-77	7.6	7
8	Approximate Implicitization Using Monoid Curves and Surfaces. *Graphical Models*, **1999**, 61, 177-198		26
7	Bounds on the Moving Control Points of Hybrid Curves. *Graphical Models*, **1997**, 59, 19-25		4
6	GCn continuity conditions for adjacent rational parametric surfaces. *Computer Aided Geometric Design*, **1995**, 12, 111-129	1.2	17
5	Curvature continuity between adjacent rational Bézier patches. *Computer Aided Geometric Design*, **1992**, 9, 321-335	1.2	22
4	BEACon: a boundary embedded attentional convolution network for point cloud instance segmentation. *Visual Computer*,1	2.3	2
3	Truncated octree and its applications. *Visual Computer*,1	2.3	
2	Generative design of decorative architectural parts. *Visual Computer*,1	2.3	1
1	Constructing self-supporting surfaces with planar quadrilateral elements. *Computational Visual Media*,1	3.9	0