

Ruizhen Hu

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/5649151/publications.pdf>

Version: 2024-02-01

8
papers

137
citations

1937685

4
h-index

1588992

8
g-index

8
all docs

8
docs citations

8
times ranked

82
citing authors

#	ARTICLE	IF	CITATIONS
1	FAME: 3D Shape Generation via Functionality-Aware Model Evolution. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1758-1772.	4.4	4
2	Shape-Driven Coordinate Ordering for Star Glyph Sets via Reinforcement Learning. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 3034-3047.	4.4	3
3	Learning Cuboid Abstraction of 3D Shapes via Iterative Error Feedback. CAD Computer Aided Design, 2021, 141, 103092.	2.7	3
4	Localization and Completion for 3D Object Interactions. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2634-2644.	4.4	2
5	Predictive and generative neural networks for object functionality. ACM Transactions on Graphics, 2018, 37, 1-13.	7.2	12
6	Relationship templates for creating scene variations. ACM Transactions on Graphics, 2016, 35, 1-13.	7.2	21
7	Learning how objects function via co-analysis of interactions. ACM Transactions on Graphics, 2016, 35, 1-13.	7.2	44
8	Interaction context (ICON). ACM Transactions on Graphics, 2015, 34, 1-12.	7.2	48