Ming-Te Chi

List of Publications by Year
in descending order

17 papers	144 citations	1307594 7 h-index	1474206 9 g-index
19 all docs	19 docs citations	19 times ranked	140 citing authors

#	Article	IF	Citations
1	Morphable Word Clouds for Time-Varying Text Data Visualization. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 1415-1426.	4.4	42
2	Self-animating images. ACM Transactions on Graphics, 2008, 27, 1-8.	7.2	21
3	Stylized Rendering Using Samples of a Painted Image. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 468-480.	4.4	18
4	Stylized and abstract painterly rendering system using a multiscale segmented sphere hierarchy. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 61-72.	4.4	16
5	Image stylization using anisotropic reaction diffusion. Visual Computer, 2016, 32, 1549-1561.	3.5	11
6	Region-Based Line Field Design Using Harmonic Functions. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 902-913.	4.4	9
7	Optical illusion shape texturing using repeated asymmetric patterns. Visual Computer, 2014, 30, 809-819.	3.5	9
8	Self-animating images. , 2008, , .		5
9	Stylized Rendering for Anatomic Visualization. Computing in Science and Engineering, 2007, 9, 13-19.	1.2	4
10	Oriented Animal-mask Decoration Pattern Generation. , 2012, , .		2
11	Design and Evaluation of Game-Based Learning Module for 3D Modeling. , 2018, , .		2
12	A facial skin changing system. , 2013, , .		1
13	Adaptive manga re-layout on mobile device. , 2013, , .		1
14	Digital latte art. , 2013, , .		1
15	Evaluation of Student's 3D Modeling Capability Based on Model Completeness and Usage Pattern in K-12 Classrooms. , 2018, , .		1
16	Physically-Based Virtual Glove Puppet. Lecture Notes in Computer Science, 2011, , 38-43.	1.3	1
17	Illusory Motions on Surfaces. , 2013, , .		0