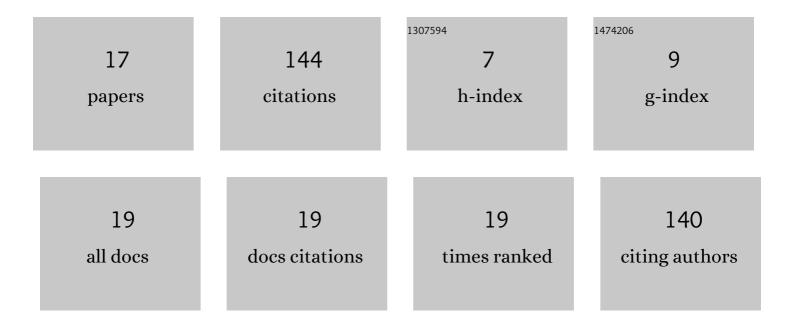
Ming-Te Chi

List of Publications by Year in descending order

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