

Ming-Te Chi

List of Publications by Year in descending order

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Version: 2024-02-01

17
papers

144
citations

1307594

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1474206

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g-index

19
all docs

19
docs citations

19
times ranked

140
citing authors

#	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