

# Ying Zhu

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6776528/publications.pdf>

Version: 2024-02-01

74  
papers

775  
citations

1163117

8  
h-index

794594

19  
g-index

76  
all docs

76  
docs citations

76  
times ranked

660  
citing authors

#	ARTICLE	IF	CITATIONS
1	Graphical Passwords: A Survey. , 0, , .		188
2	A Comprehensive Atlas of E3 Ubiquitin Ligase Mutations in Neurological Disorders. <i>Frontiers in Genetics</i> , 2018, 9, 29.	2.3	117
3	AnimatLab: A 3D graphics environment for neuromechanical simulations. <i>Journal of Neuroscience Methods</i> , 2010, 187, 280-288.	2.5	104
4	AMMP-Vis. , 2005, , .		27
5	Measuring Effective Data Visualization. , 2007, , 652-661.		27
6	Understanding the design space of referencing in collaborative augmented reality environments. <i>Proceedings - Graphics Interface</i> , 2007, , .	0.5	25
7	Knee surgery assistance: patient model construction, motion simulation, and biomechanical visualization. <i>IEEE Transactions on Biomedical Engineering</i> , 2001, 48, 1042-1052.	4.2	23
8	Introducing Google Chart Tools and Google Maps API in Data Visualization Courses. <i>IEEE Computer Graphics and Applications</i> , 2012, 32, 6-9.	1.2	22
9	Visualizing time and geography of open source software with storygraph. , 2013, , .		20
10	Studies on the Effectiveness of Virtual Pointers in Collaborative Augmented Reality. , 2008, , .		18
11	NeuronBank: a tool for cataloging neuronal circuitry. <i>Frontiers in Systems Neuroscience</i> , 2010, 4, 9.	2.5	14
12	A Collaborative Multi-View Virtual Environment for Molecular Visualization and Modeling. , 0, , .		12
13	Storygraph. , 2013, , .		12
14	Visualizing multiple text readability indexes. , 2010, , .		11
15	Real-Time GPU-Based Simulation of Dynamic Terrain. <i>Lecture Notes in Computer Science</i> , 2006, , 891-900.	1.3	10
16	3D knee modeling and biomechanical simulation. <i>Computing in Science and Engineering</i> , 1999, 1, 82-87.	1.2	9
17	A Framework for Inter-referential Awareness in Collaborative Environments. , 2006, , .		9
18	TennisMatchViz: A Tennis Match Visualization System. <i>IS&amp;T International Symposium on Electronic Imaging</i> , 2016, 28, 1-7.	0.4	9

#	ARTICLE	IF	CITATIONS
19	Accelerated 2D Image Processing on GPUs. Lecture Notes in Computer Science, 2005, , 256-264.	1.3	7
20	Analysis and Visualization of Sports Performance Anxiety in Tennis Matches. Lecture Notes in Computer Science, 2018, , 407-419.	1.3	7
21	Animating predator and prey fish interactions. Computer Animation and Virtual Worlds, 2019, 30, e1866.	1.2	6
22	Analysis and Design of Graphical Password Techniques. Lecture Notes in Computer Science, 2006, , 741-749.	1.3	6
23	Evaluating a mobile pedestrian safety application in a virtual urban environment. , 2012, , .		5
24	Role of the semi-lunar process in locust jumping. BMC Neuroscience, 2007, 8, .	1.9	4
25	Analysis of a social data visualization web site. , 2010, , .		4
26	A Visualization Tool for 3D Graphics Program Comprehension and Debugging. , 2016, , .		4
27	Micro-Level Analysis and Visualization of Tennis Shot Patterns with Fractal Tables. , 2019, , .		4
28	Storygraph: Telling Stories from Spatio-temporal Data. Lecture Notes in Computer Science, 2013, , 693-702.	1.3	4
29	Teaching programmable shaders. , 2005, , .		3
30	Web based molecular visualization using procedural shaders in X3D. , 2005, , .		3
31	Development of NeuronBank: A Federation of Customizable Knowledge Bases of Neuronal Circuitry. , 2007, , .		3
32	AMMP-EXTN: Managing User Privacy and Cooperation Demand in a Collaborative Molecule Modeling Virtual System. , 2007, , .		3
33	Real-Time Simulation of Ship Motions in Waves. Lecture Notes in Computer Science, 2012, , 71-80.	1.3	3
34	Data Visualization and Analysis of Playing Styles in Tennis. IS&T International Symposium on Electronic Imaging, 2021, 2021, 319-1-319-8.	0.4	3
35	Terramechanics Based Terrain Deformation for Real-Time Off-Road Vehicle Simulation. Lecture Notes in Computer Science, 2011, , 431-440.	1.3	3
36	The Impact of Image Choices on the Usability and Security of Click Based Graphical Passwords. Lecture Notes in Computer Science, 2009, , 889-898.	1.3	3

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37	A Task Centered Framework for Computer Security Data Visualization. Lecture Notes in Computer Science, 2008, , 87-94.	1.3	3
38	Measuring the Complexity of Computer Security Visualization Designs. , 2008, , 53-66.		3
39	A 3D Animation Tool for Simulating Fish Escape Behavior. , 2020, , .		3
40	A Computational Model of Suspense for Non-Narrative Gameplay. , 2020, , .		3
41	Integrating modeling and animation tools into an introductory computer science graphics course. , 2004, , .		2
42	Universal converter for platform independent procedural shaders in X3D. , 2004, , .		2
43	Mining collaboration through textual semantic interpretation. , 2011, , .		2
44	Visual Cluttering Reduction for Visualizing Large Spatio-temporal Data Sets. , 2014, , .		2
45	Simulating a Predator Fish Attacking a School of Prey Fish in 3D Graphics. Lecture Notes in Computer Science, 2016, , 586-594.	1.3	2
46	Animating escape maneuvers for a school of fish. , 2017, , .		2
47	Micro-level Data Analysis and Visualization of the Interrelation Between Confidence and Athletic Performance. , 2019, , .		2
48	A Theoretical Framework for Managing Suspense in Games. , 2021, , .		2
49	A virtual reality system for knee diagnosis and surgery simulation. , 0, , .		1
50	Visualising menisci-femur contact using deformable knee models. International Journal of Functional Informatics and Personalised Medicine, 2008, 1, 80.	0.4	1
51	Shader Based Polygon Stitching and Its Application in Deformable Terrain Simulation. , 2011, , .		1
52	NetTimeView: Applying Spatio-temporal Data Visualization Techniques to DDoS Attack Analysis. Lecture Notes in Computer Science, 2014, , 357-366.	1.3	1
53	Tactical Rings: A Visualization Technique for Analyzing Tactical Patterns in Tennis. Lecture Notes in Computer Science, 2019, , 481-491.	1.3	1
54	Computer-Assisted Heuristic Evaluation of Data Visualization. Lecture Notes in Computer Science, 2021, , 408-420.	1.3	1

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55	Dynamic Suspense Management Through Adaptive Gameplay. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2022, , 94-104.	0.3	1
56	A portable, reusable framework for scientific computing on GPUs. , 2004, , .		0
57	A 3D graphics environment for behavioral neurobiology research. , 2004, , .		0
58	A 3D Reconstruction Algorithm Based on 3D Deformable Atlas. , 0, , .		0
59	Simulation and Visualization of Menisci-Femur Contact Using Patient-Specific Deformable Models. , 2007, , .		0
60	Recommendation by composition style. , 2010, , .		0
61	A model for visualizing sentence complexity. , 2011, , .		0
62	Template analysis of the collaborations on a social visualization website. , 2012, , .		0
63	CancerVis: An interactive exploratory tool for cancer biomarker analysis. , 2015, , .		0
64	Interactive Visual Text Analysis for Corpus-Based Language Learning. , 2015, , .		0
65	CutPointVis: An Interactive Exploration Tool for Cancer Biomarker Cutpoint Optimization. Lecture Notes in Computer Science, 2016, , 55-64.	1.3	0
66	Motion Tracking for Volumetric Motion Capture Data. , 2019, , .		0
67	Creating a VR Experience of Solitary Confinement. , 2020, , .		0
68	A 3D User Interface for Visualizing Neuron Location in Invertebrate Ganglia. Lecture Notes in Computer Science, 2005, , 347-350.	1.3	0
69	A Visual Data Exploration Framework for Complex Problem Solving Based on Extended Cognitive Fit Theory. Lecture Notes in Computer Science, 2009, , 869-878.	1.3	0
70	Teaching Debugging Skills in Shader-Based Computer Graphics Programming (Abstract Only). , 2015, , .		0
71	A Taxonomy of Spatial-Temporal Data Visualization. , 2021, , .		0
72	Complexity Analysis for Information Visualization Design and Evaluation. , 2007, , 576-585.		0

#	ARTICLE	IF	CITATIONS
73	Integrated Spatio-temporal Storyline Visualization with Low Crossover. , 2020, , .		0
74	An Indented Level-Based Tree Drawing Algorithm for Text Visualization. , 2020, , .		0