Lifeng Zhu

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	Motion-guided mechanical toy modeling. ACM Transactions on Graphics, 2012, 31, 1-10.	7.2	109
2	Closed-Loop Hybrid Gaze Brain-Machine Interface Based Robotic Arm Control with Augmented Reality Feedback. Frontiers in Neurorobotics, 2017, 11, 60.	2.8	52
3	A Cable-Driven Three-DOF Wrist Rehabilitation Exoskeleton With Improved Performance. Frontiers in Neurorobotics, 2021, 15, 664062.	2.8	13
4	Robotic arm control using hybrid brain-machine interface and augmented reality feedback. , 2017, , .		10
5	A SLAM-based 6DoF controller with smooth auto-calibration for virtual reality. Visual Computer, 2023, 39, 3873-3886.	3.5	6
6	A Geometric Folding Pattern for Robot Coverage Path Planning. , 2021, , .		5
7	Visibility-driven skeleton extraction from unstructured points. Computer Aided Geometric Design, 2020, 82, 101929.	1.2	2
8	Real-time Robot Path Planning using Rapid Visible Tree. , 2021, , .		2
9	Branching tubular surfaces based on spherical Voronoi diagrams. Computers and Graphics, 2022, 105, 1-11.	2.5	2
10	A force-sensing retractor for robot-assisted transoral surgery. International Journal of Computer Assisted Radiology and Surgery, 2022, 17, 2001-2010.	2.8	2
11	Visualizing fuzzy sets using opacity-varying freeform diagrams. Information Visualization, 2018, 17, 146-160.	1.9	1
12	A Field-Based Representation of Surrounding Vehicle Motion from a Monocular Camera. , 2018, , .		1
13	Fluid-inspired field representation for risk assessment in road scenes. Computational Visual Media, 2020, 6, 401-415.	17.5	1
14	Multi-Inertial Sensor-Based Arm 3D Motion Tracking Using Elman Neural Network. Journal of Sensors, 2022, 2022, 1-11.	1.1	1
15	Interactive design and simulation of tubular supporting structure. Graphical Models, 2015, 80, 16-30.	2.4	0
16	Modeling deformable objects using local rigid body simulation. International Journal of Computers and Applications, 2020, 42, 439-448.	1.3	0
17	Feel the inside: A haptic interface for navigating stress distribution inside objects. Visual Computer, 2020, 36, 2445-2456.	3.5	0
18	Recovering Walking Trajectories from Local Measurements and Inertia Data. Mathematical Problems in Engineering, 2020, 2020, 1-11.	1.1	0