

Lifeng Zhu

List of Publications by Year in descending order

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18
papers

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1937685

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193
citing authors

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