Weizhong Zhang

List of Publications by Year
in descending order

12 papers	57 citations	1937457 4 h-index	1719901 7 g-index
13 all docs	13 docs citations	13 times ranked	36 citing authors

#	Article	IF	Citations
1	CPU–GPU mixed implementation of virtual node method for real-time interactive cutting of deformable objects using OpenCL. International Journal of Computer Assisted Radiology and Surgery, 2015, 10, 1477-1491.	1.7	14
2	CPU–GPU Parallel Framework for Real‐Time Interactive Cutting of Adaptive Octree‐Based Deformable Objects. Computer Graphics Forum, 2018, 37, 45-59.	1.8	10
3	Computation of point inversion and ray-surface intersection through tracing along the base surface. Visual Computer, 2015, 31, 1487-1500.	2.5	6
4	Intersection of a ruled surface with a free-form surface. Numerical Algorithms, 2007, 46, 85-100.	1.1	5
5	Constructing G^1 continuous curve on a free-form surface with normal projection. International Journal of Computer Mathematics, 2010, 87, 2291-2302.	1.0	4
6	Multiplicative noise removing using sparse prior regulization. , 2013, , .		4
7	A fast and differentiated localization method for complex surfaces inspection. International Journal of Precision Engineering and Manufacturing, 2015, 16, 2631-2639.	1.1	4
8	Using pseudo voxel octree to accelerate collision between cutting tool and deformable objects modeled as linked voxels. Visual Computer, 2020, 36, 1017-1028.	2.5	3
9	A real-time deformable cutting method using two levels of linked voxels for improved decoupling between collision and rendering. Visual Computer, 2023, 39, 765-783.	2.5	3
10	A Fast Color Image Segmentation Approach Using GDF with Improved Region-Level Ncut. Mathematical Problems in Engineering, 2018, 2018, 1-14.	0.6	2
11	Active contour model coupling with backward diffusion for medical image segmentation. , 2013, , .		1
12	A palmprint recognition algorithm based on binary horizontal gradient orientation and local information intensity. , 2013, , .		1