

Weizhong Zhang

List of Publications by Year in descending order

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Version: 2024-02-01

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