Gianmarco Cherchi

List of Publications by Year
in descending order

8 papers	112 citations	1478505 6 h-index	1720034 7 g-index
8 all docs	8 docs citations	8 times ranked	50 citing authors

#	Article	IF	Citations
1	Polycube Simplification for Coarse Layouts of Surfaces and Volumes. Computer Graphics Forum, 2016, 35, 11-20.	3.0	34
2	Fast and robust mesh arrangements using floating-point arithmetic. ACM Transactions on Graphics, 2020, 39, 1-16.	7.2	23
3	Selective Padding for Polycube‐Based Hexahedral Meshing. Computer Graphics Forum, 2019, 38, 580-591.	3.0	19
4	Optimal Dual Schemes for Adaptive Grid Based Hexmeshing. ACM Transactions on Graphics, 2022, 41, 1-14.	7.2	18
5	Generalized adaptive refinement for grid-based hexahedral meshing. ACM Transactions on Graphics, 2021, 40, 1-13.	7.2	9
6	Fabrication oriented shape decomposition using polycube mapping. Computers and Graphics, 2018, 77, 183-193.	2.5	8
7	Automated generation of flat tileable patterns and 3D reduced model simulation. Computers and Graphics, 2022, 106, 141-151.	2.5	1
8	Deterministic Linear Time Constrained Triangulation using Simplified Earcut. IEEE Transactions on Visualization and Computer Graphics, 2021, PP, 1-1.	4.4	0