

Gianmarco Cherchi

List of Publications by Year in descending order

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papers

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1478505

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citing authors

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