

# Young J Kim

## List of Publications by Year in descending order

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89  
papers

1,296  
citations

471509

17  
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477307

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89  
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docs citations

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times ranked

712  
citing authors

#	ARTICLE	IF	CITATIONS
1	Six-Degree-of-Freedom Haptic Rendering Using Incremental and Localized Computations. Presence: Teleoperators and Virtual Environments, 2003, 12, 277-295.	0.6	72
2	Fast Continuous Collision Detection for Articulated Models. Journal of Computing and Information Science in Engineering, 2005, 5, 126-137.	2.7	69
3	Continuous collision detection for articulated models using Taylor models and temporal culling. ACM Transactions on Graphics, 2007, 26, 15.	7.2	63
4	Fast penetration depth computation for physically-based animation. , 2002, , .		61
5	Generalized penetration depth computation. CAD Computer Aided Design, 2007, 39, 625-638.	2.7	61
6	Interactive continuous collision detection for non-convex polyhedra. Visual Computer, 2006, 22, 749-760.	3.5	55
7	Interactive Hausdorff distance computation for general polygonal models. ACM Transactions on Graphics, 2009, 28, 1-9.	7.2	54
8	Interactive Collision Detection for Deformable Models Using Streaming AABBs. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 318-329.	4.4	52
9	Incremental penetration depth estimation between convex polytopes using dual-space expansion. IEEE Transactions on Visualization and Computer Graphics, 2004, 10, 152-163.	4.4	42
10	Fast swept volume approximation of complex polyhedral models. , 2003, , .		40
11	Fast swept volume approximation of complex polyhedral models. CAD Computer Aided Design, 2004, 36, 1013-1027.	2.7	38
12	PolyDepth. ACM Transactions on Graphics, 2012, 31, 1-14.	7.2	33
13	Continuous collision detection for articulated models using Taylor models and temporal culling. , 2007, , .		29
14	Real-time collision culling of a million bodies on graphics processing units. ACM Transactions on Graphics, 2010, 29, 1-8.	7.2	29
15	Artistic Pen Drawing on an Arbitrary Surface Using an Impedance-Controlled Robot. , 2018, , .		24
16	Real-time footstep planning for humanoid robots among 3D obstacles using a hybrid bounding box. , 2012, , .		23
17	Encounteredâ€™type haptic display for large VR environment using perâ€™plane reachability maps. Computer Animation and Virtual Worlds, 2018, 29, e1814.	1.2	23
18	D-Plan: Efficient Collision-Free Path Computation for Part Removal and Disassembly. Computer-Aided Design and Applications, 2008, 5, 774-786.	0.6	22

#	ARTICLE	IF	CITATIONS
19	C-DIST. , 2007, , .		20
20	Exact and Adaptive Signed Distance Fields Computation for Rigid and Deformable Models on GPUs. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 714-725.	4.4	20
21	Interactive generalized penetration depth computation for rigid and articulated models using object norm. ACM Transactions on Graphics, 2014, 33, 1-15.	7.2	19
22	Enhanced battlefield visualization for situation awareness. Computers and Graphics, 2003, 27, 873-885.	2.5	18
23	Linkless Octree Using Multi-Level Perfect Hashing. Computer Graphics Forum, 2009, 28, 1773-1780.	3.0	18
24	$C^{2\sup>2}$ : Controlled conservative advancement for continuous collision detection of polygonal models. , 2009, , .		18
25	Fast penetration depth estimation using rasterization hardware and hierarchical refinement. , 2003, , .		17
26	A Simple Path Non-existence Algorithm Using C-Obstacle Query. Springer Tracts in Advanced Robotics, 2008, , 269-284.	0.4	17
27	Efficient Cell Labelling and Path Non-existence Computation using C-obstacle Query. International Journal of Robotics Research, 2008, 27, 1246-1257.	8.5	16
28	A hybrid approach for complete motion planning. , 2007, , .		15
29	Learning to segment and unfold polyhedral mesh from failures. Computers and Graphics, 2016, 58, 139-149.	2.5	15
30	Dynamic Deep Octree for High-Resolution Volumetric Painting in Virtual Reality. Computer Graphics Forum, 2018, 37, 179-190.	3.0	15
31	Simple Culling Methods for Continuous Collision Detection of Deforming Triangles. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1146-1155.	4.4	14
32	Hierarchical and Controlled Advancement for Continuous Collision Detection of Rigid and Articulated Models. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 755-766.	4.4	13
33	Scalable Collision Detection Using p-Partition Fronts on Many-Core Processors. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 447-456.	4.4	13
34	Haptic Rendering of Point Set Surfaces. , 2007, , .		12
35	Efficient texture synthesis using strict Wang Tiles. Graphical Models, 2008, 70, 43-56.	2.4	12
36	Massively parallel motion planning algorithms under uncertainty using POMDP. International Journal of Robotics Research, 2016, 35, 928-942.	8.5	12

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37	Physics-based Interactive Virtual Grasping. , 2016, , .		12
38	Generalized penetration depth computation. , 2006, , .		11
39	Reliable sweeps. , 2009, , .		11
40	Continuous penetration depth. CAD Computer Aided Design, 2014, 46, 3-13.	2.7	11
41	Interactive Hausdorff distance computation for general polygonal models. , 2009, , .		9
42	CCQ: Efficient Local Planning Using Connection Collision Query. Springer Tracts in Advanced Robotics, 2010, , 229-247.	0.4	8
43	Continuous collision detection for non-rigid contact computations using local advancement. , 2010, , .		8
44	GPU-based motion planning under uncertainties using POMDP. , 2013, , .		8
45	Continuous penetration depth computation for rigid models using dynamic Minkowski sums. CAD Computer Aided Design, 2016, 78, 14-25.	2.7	8
46	Solving Footstep Planning as a Feasibility Problem Using L1-Norm Minimization. IEEE Robotics and Automation Letters, 2021, 6, 5961-5968.	5.1	8
47	Interactive Continuous Collision Detection Using Swept Volume for Avatars. Presence: Teleoperators and Virtual Environments, 2007, 16, 206-223.	0.6	7
48	A Simple Visual Servoing and Navigation Algorithm for an Omnidirectional Robot. , 2010, , .		7
49	Fast Penetration Depth Estimation Using Rasterization Hardware and Hierarchical Refinement. Springer Tracts in Advanced Robotics, 2004, , 505-521.	0.4	7
50	Rapid pairwise intersection tests using programmable GPUs. Visual Computer, 2006, 22, 80-89.	3.5	6
51	Accurate evaluation of a distance function for optimization-based motion planning. , 2012, , .		6
52	GPU Accelerated Finding of Channels and Tunnels for a Protein Molecule. International Journal of Parallel Programming, 2016, 44, 87-108.	1.5	6
53	Continuous collision detection for adaptive simulation of articulated bodies. Visual Computer, 2008, 24, 261-269.	3.5	5
54	Simple and parallel proximity algorithms for general polygonal models. Computer Animation and Virtual Worlds, 2010, 21, n/a-n/a.	1.2	5

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55	Userâ€gguided volumetric approximation using swept sphere volumes for physically based animation. Computer Animation and Virtual Worlds, 2012, 23, 385-394.	1.2	5
56	Physicâ€based assistive grasping for robust object manipulation in virtual reality. Computer Animation and Virtual Worlds, 2018, 29, e1820.	1.2	5
57	Synthesizing the Roughness of Textured Surfaces for an Encountered-Type Haptic Display Using Spatiotemporal Encoding. IEEE Transactions on Haptics, 2021, 14, 32-43.	2.7	5
58	Generating an w-tile set for texture synthesis. , 0, , .		4
59	Hybrid penetration depth computation using local projection and machine learning. , 2015, , .		4
60	GPGPU-Perf: efficient, interval-based DVFS algorithm for mobile GPGPU applications. Visual Computer, 2015, 31, 1045-1054.	3.5	4
61	Energy-efficient global illumination algorithms for mobile devices using dynamic voltage and frequency scaling. Computers and Graphics, 2018, 70, 198-205.	2.5	4
62	Distortion-free Robotic Surface-drawing using Conformal Mapping. , 2019, , .		4
63	Haptic Puppetry for Interactive Games. Lecture Notes in Computer Science, 2006, , 1292-1302.	1.3	4
64	Accelerating Probabilistic Volumetric Mapping using Ray-Tracing Graphics Hardware. , 2021, , .		4
65	k-IOS: Intersection of spheres for efficient proximity query. , 2012, , .		3
66	Robust RGB-D Camera Tracking using Optimal Key-frame Selection. , 2020, , .		3
67	A New Class of Non-stationary Interpolatory Subdivision Schemes Based on Exponential Polynomials. Lecture Notes in Computer Science, 2006, , 563-570.	1.3	3
68	Six-degree-of-freedom Haptic Rendering using Translational and Generalized Penetration Depth Computation. The Journal of Korea Robotics Society, 2013, 8, 173-178.	0.4	3
69	Viewâ€dependent dynamics of articulated bodies. Computer Animation and Virtual Worlds, 2008, 19, 223-233.	1.2	2
70	Efficient distance computation in configuration space. Computer Aided Geometric Design, 2008, 25, 489-502.	1.2	2
71	Six-degree-of-freedom haptic rendering using translational and generalized penetration depth computation. , 2013, , .		2
72	PhongPD: Gradient-continuous penetration metric for polygonal models using Phong projection. , 2015, , .		2

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73	Full-Body Animation of Human Locomotion in Reduced Gravity Using Physics-Based Control. IEEE Computer Graphics and Applications, 2017, 37, 28-39.	1.2	2
74	KeySLAM: Robust RGB-D Camera Tracking Using Adaptive VO and Optimal Key-Frame Selection. IEEE Robotics and Automation Letters, 2020, 5, 6940-6947.	5.1	2
75	Recent advances in real-time collision and proximity computations for games and simulations. , 2010, , .		2
76	self-CD: Interactive Self-collision Detection for Deformable Body Simulation Using GPUs. Lecture Notes in Computer Science, 2005, , 187-196.	1.3	2
77	3D Surface Painting in VR using Force Feedback. Journal of the Korea Computer Graphics Society, 2020, 26, 1-9.	0.4	2
78	Probabilistic triangles for point set surfaces. Computers and Graphics, 2015, 51, 26-34.	2.5	1
79	Continuous signed distance computation for polygonal robots in 3D. , 2019, , .		1
80	Collision Detection. , 2019, , 1933-1956.		1
81	High Quality Volume Rendering for Large Medical Datasets Using GPUs. Lecture Notes in Computer Science, 2005, , 663-674.	1.3	1
82	Real-time Muscle-based Facial Animation using Shell Elements and Force Decomposition. , 2020, , .		1
83	GPU-accelerated Global Illumination for Point Set Rendering. Journal of the Korea Computer Graphics Society, 2020, 26, 7-15.	0.4	1
84	Dynamic proximity calculations for situation awareness. Naval Research Logistics, 2004, 51, 166-192.	2.2	0
85	Guest editor's foreword. Visual Computer, 2008, 24, 227-227.	3.5	0
86	DESIGN AND IMPLEMENTATION OF REAL-TIME PHYSICS SIMULATION ENGINE FOR e-ENTERTAINMENT. International Journal of Modeling, Simulation, and Scientific Computing, 2013, 04, 1340002.	1.4	0
87	A Penetration Metric for Deforming Tetrahedra using Object Norm. , 2019, , .		0
88	Synthesizing Human Faces Using Latent Space Factorization and Local Weights. Lecture Notes in Computer Science, 2021, , 398-405.	1.3	0
89	Collision Detection. , 2017, , 1-24.		0