Young J Kim

List of Publications by Year
in descending order

89 papers	1,296 citations	471509 17 h-index	477307 29 g-index
89 all docs	89 docs citations	89 times ranked	712 citing authors

#	Article	IF	Citations
1	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
2	Synthesizing Human Faces Using Latent Space Factorization and Local Weights. Lecture Notes in Computer Science, 2021, , 398-405.	1.3	0
3	Accelerating Probabilistic Volumetric Mapping using Ray-Tracing Graphics Hardware. , 2021, , .		4
4	Solving Footstep Planning as a Feasibility Problem Using L1-Norm Minimization. IEEE Robotics and Automation Letters, 2021, 6, 5961-5968.	5.1	8
5	Robust RGB-D Camera Tracking using Optimal Key-frame Selection. , 2020, , .		3
6	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
7	Real-time Muscle-based Facial Animation using Shell Elements and Force Decomposition. , 2020, , .		1
8	3D Surface Painting in VR using Force Feedback. Journal of the Korea Computer Graphics Society, 2020, 26, 1-9.	0.4	2
9	GPU-accelerated Global Illumination for Point Set Rendering. Journal of the Korea Computer Graphics Society, 2020, 26, 7-15.	0.4	1
10	Distortion-free Robotic Surface-drawing using Conformal Mapping. , 2019, , .		4
11	A Penetration Metric for Deforming Tetrahedra using Object Norm. , 2019, , .		0
12	Continuous signed distance computation for polygonal robots in 3D. , 2019, , .		1
13	Collision Detection. , 2019, , 1933-1956.		1
14	Energy-efficient global illumination algorithms for mobile devices using dynamic voltage and frequency scaling. Computers and Graphics, 2018, 70, 198-205.	2.5	4
15	Dynamic Deep Octree for High‐resolution Volumetric Painting in Virtual Reality. Computer Graphics Forum, 2018, 37, 179-190.	3.0	15
16	Artistic Pen Drawing on an Arbitrary Surface Using an Impedance-Controlled Robot. , 2018, , .		24
17	Encountered‐type haptic display for large VR environment using per‐plane reachability maps. Computer Animation and Virtual Worlds, 2018, 29, e1814.	1.2	23
18	Physics‐based assistive grasping for robust object manipulation in virtual reality. Computer Animation and Virtual Worlds, 2018, 29, e1820.	1.2	5

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19	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
20	Collision Detection. , 2017, , 1-24.		0
21	Learning to segment and unfold polyhedral mesh from failures. Computers and Graphics, 2016, 58, 139-149.	2.5	15
22	Continuous penetration depth computation for rigid models using dynamic Minkowski sums. CAD Computer Aided Design, 2016, 78, 14-25.	2.7	8
23	Massively parallel motion planning algorithms under uncertainty using POMDP. International Journal of Robotics Research, 2016, 35, 928-942.	8.5	12
24	GPU Accelerated Finding of Channels and Tunnels for a Protein Molecule. International Journal of Parallel Programming, 2016, 44, 87-108.	1.5	6
25	Physics-based Interactive Virtual Grasping. , 2016, , .		12
26	Probabilistic triangles for point set surfaces. Computers and Graphics, 2015, 51, 26-34.	2.5	1
27	Hybrid penetration depth computation using local projection and machine learning. , 2015, , .		4
28	PhongPD: Gradient-continuous penetration metric for polygonal models using Phong projection. , 2015, , .		2
29	GPGPU-Perf: efficient, interval-based DVFS algorithm for mobile GPGPU applications. Visual Computer, 2015, 31, 1045-1054.	3.5	4
30	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
31	Continuous penetration depth. CAD Computer Aided Design, 2014, 46, 3-13.	2.7	11
32	Interactive generalized penetration depth computation for rigid and articulated models using object norm. ACM Transactions on Graphics, 2014, 33, 1-15.	7.2	19
33	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
34	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
35	Six-degree-of-freedom haptic rendering using translational and generalized penetration depth computation. , 2013, , .		2
36	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

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37	GPU-based motion planning under uncertainties using POMDP. , 2013, , .		8
38	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
39	Accurate evaluation of a distance function for optimization-based motion planning. , 2012, , .		6
40	PolyDepth. ACM Transactions on Graphics, 2012, 31, 1-14.	7.2	33
41	Simple Culling Methods for Continuous Collision Detection of Deforming Triangles. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1146-1155.	4.4	14
42	Real-time footstep planning for humanoid robots among 3D obstacles using a hybrid bounding box. , 2012, , .		23
43	k-IOS: Intersection of spheres for efficient proximity query. , 2012, , .		3
44	User‐guided volumetric approximation using swept sphere volumes for physically based animation. Computer Animation and Virtual Worlds, 2012, 23, 385-394.	1.2	5
45	Simple and parallel proximity algorithms for general polygonal models. Computer Animation and Virtual Worlds, 2010, 21, n/a-n/a.	1.2	5
46	Real-time collision culling of a million bodies on graphics processing units. ACM Transactions on Graphics, 2010, 29, 1-8.	7.2	29
47	CCQ: Efficient Local Planning Using Connection Collision Query. Springer Tracts in Advanced Robotics, 2010, , 229-247.	0.4	8
48	A Simple Visual Servoing and Navigation Algorithm for an Omnidirectional Robot. , 2010, , .		7
49	Continuous collision detection for non-rigid contact computations using local advancement. , 2010, , .		8
50	Recent advances in real-time collision and proximity computations for games and simulations. , 2010, , .		2
51	Interactive Hausdorff distance computation for general polygonal models. ACM Transactions on Graphics, 2009, 28, 1-9.	7.2	54
52	Interactive Hausdorff distance computation for general polygonal models. , 2009, , .		9
53	Reliable sweeps. , 2009, , .		11
54	Linkless Octree Using Multi‐Level Perfect Hashing. Computer Graphics Forum, 2009, 28, 1773-1780.	3.0	18

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55	C²A: Controlled conservative advancement for continuous collision detection of polygonal models. , 2009, , .		18
56	Continuous collision detection for adaptive simulation of articulated bodies. Visual Computer, 2008, 24, 261-269.	3.5	5
57	Guest editor's foreword. Visual Computer, 2008, 24, 227-227.	3.5	0
58	View-dependent dynamics of articulated bodies. Computer Animation and Virtual Worlds, 2008, 19, 223-233.	1.2	2
59	Efficient distance computation in configuration space. Computer Aided Geometric Design, 2008, 25, 489-502.	1.2	2
60	Efficient texture synthesis using strict Wang Tiles. Graphical Models, 2008, 70, 43-56.	2.4	12
61	Efficient Cell Labelling and Path Non-existence Computation using C-obstacle Query. International Journal of Robotics Research, 2008, 27, 1246-1257.	8.5	16
62	D-Plan: Efficient Collision-Free Path Computation for Part Removal and Disassembly. Computer-Aided Design and Applications, 2008, 5, 774-786.	0.6	22
63	A Simple Path Non-existence Algorithm Using C-Obstacle Query. Springer Tracts in Advanced Robotics, 2008, , 269-284.	0.4	17
64	Continuous collision detection for articulated models using Taylor models and temporal culling. , 2007, , .		29
65	Continuous collision detection for articulated models using Taylor models and temporal culling. ACM Transactions on Graphics, 2007, 26, 15.	7.2	63
66	Interactive Continuous Collision Detection Using Swept Volume for Avatars. Presence: Teleoperators and Virtual Environments, 2007, 16, 206-223.	0.6	7
67	C-DIST. , 2007, , .		20
68	Interactive Collision Detection for Deformable Models Using Streaming AABBs. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 318-329.	4.4	52
69	Haptic Rendering of Point Set Surfaces. , 2007, , .		12
70	A hybrid approach for complete motion planning. , 2007, , .		15
71	Generalized penetration depth computation. CAD Computer Aided Design, 2007, 39, 625-638.	2.7	61
72	Interactive continuous collision detection for non-convex polyhedra. Visual Computer, 2006, 22, 749-760.	3.5	55

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73	Rapid pairwise intersection tests using programmable GPUs. Visual Computer, 2006, 22, 80-89.	3.5	6
74	Generalized penetration depth computation. , 2006, , .		11
75	Haptic Puppetry for Interactive Games. Lecture Notes in Computer Science, 2006, , 1292-1302.	1.3	4
76	A New Class of Non-stationary Interpolatory Subdivision Schemes Based on Exponential Polynomials. Lecture Notes in Computer Science, 2006, , 563-570.	1.3	3
77	Fast Continuous Collision Detection for Articulated Models. Journal of Computing and Information Science in Engineering, 2005, 5, 126-137.	2.7	69
78	High Quality Volume Rendering for Large Medical Datasets Using GPUs. Lecture Notes in Computer Science, 2005, , 663-674.	1.3	1
79	self-CD: Interactive Self-collision Detection for Deformable Body Simulation Using GPUs. Lecture Notes in Computer Science, 2005, , 187-196.	1.3	2
80	Dynamic proximity calculations for situation awareness. Naval Research Logistics, 2004, 51, 166-192.	2.2	0
81	Fast swept volume approximation of complex polyhedral models. CAD Computer Aided Design, 2004, 36, 1013-1027.	2.7	38
82	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
83	Fast Penetration Depth Estimation Using Rasterization Hardware and Hierarchical Refinement. Springer Tracts in Advanced Robotics, 2004, , 505-521.	0.4	7
84	Enhanced battlefield visualization for situation awareness. Computers and Graphics, 2003, 27, 873-885.	2.5	18
85	Six-Degree-of-Freedom Haptic Rendering Using Incremental and Localized Computations. Presence: Teleoperators and Virtual Environments, 2003, 12, 277-295.	0.6	72
86	Fast penetration depth estimation using rasterization hardware and hierarchical refinement. , 2003, , .		17
87	Fast swept volume approximation of complex polyhedral models. , 2003, , .		40
88	Fast penetration depth computation for physically-based animation. , 2002, , .		61
89	Generating an w-tile set for texture synthesis. , 0, , .		4