

# Marcel Campen

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/8301465/publications.pdf>

Version: 2024-02-01

40  
papers

1,543  
citations

361296

20  
h-index

345118

36  
g-index

41  
all docs

41  
docs citations

41  
times ranked

700  
citing authors

#	ARTICLE	IF	CITATIONS
1	Quantized global parametrization. ACM Transactions on Graphics, 2015, 34, 1-12.	4.9	245
2	Integer-grid maps for reliable quad meshing. ACM Transactions on Graphics, 2013, 32, 1-12.	4.9	161
3	Polygon mesh repairing. ACM Computing Surveys, 2013, 45, 1-33.	16.1	139
4	Directional Field Synthesis, Design, and Processing. Computer Graphics Forum, 2016, 35, 545-572.	1.8	92
5	Dual loops meshing. ACM Transactions on Graphics, 2012, 31, 1-11.	4.9	89
6	Exact and Robust (Self-)Intersections for Polygonal Meshes. Computer Graphics Forum, 2010, 29, 397-406.	1.8	65
7	QEx. ACM Transactions on Graphics, 2013, 32, 1-10.	4.9	60
8	Dual strip weaving. ACM Transactions on Graphics, 2014, 33, 1-10.	4.9	48
9	Quad Layout Embedding via Aligned Parameterization. Computer Graphics Forum, 2014, 33, 69-81.	1.8	48
10	Bijjective maps from simplicial foliations. ACM Transactions on Graphics, 2016, 35, 1-15.	4.9	40
11	Polygonal Boundary Evaluation of Minkowski Sums and Swept Volumes. Computer Graphics Forum, 2010, 29, 1613-1622.	1.8	38
12	Hybrid Booleans. Computer Graphics Forum, 2010, 29, 75-87.	1.8	37
13	Practical Anisotropic Geodesy. Computer Graphics Forum, 2013, 32, 63-71.	1.8	36
14	Level-of-detail quad meshing. ACM Transactions on Graphics, 2014, 33, 1-11.	4.9	36
15	Similarity maps and field-guided T-splines. ACM Transactions on Graphics, 2017, 36, 1-16.	4.9	34
16	Interactively controlled quad remeshing of high resolution 3D models. ACM Transactions on Graphics, 2016, 35, 1-13.	4.9	29
17	Distortion-minimizing injective maps between surfaces. ACM Transactions on Graphics, 2019, 38, 1-15.	4.9	27
18	Partitioning Surfaces Into Quadrilateral Patches: A Survey. Computer Graphics Forum, 2017, 36, 567-588.	1.8	27

#	ARTICLE	IF	CITATIONS
19	Directional field synthesis, design, and processing. , 2016, , .		26
20	Seamless Parametrization with Arbitrary Cones for Arbitrary Genus. ACM Transactions on Graphics, 2020, 39, 1-19.	4.9	23
21	Inter-surface maps via constant-curvature metrics. ACM Transactions on Graphics, 2020, 39, .	4.9	23
22	Parametrization quantization with free boundaries for trimmed quad meshing. ACM Transactions on Graphics, 2019, 38, 1-14.	4.9	22
23	Walking On Broken Mesh: Defect-tolerant Geodesic Distances and Parameterizations. Computer Graphics Forum, 2011, 30, 623-632.	1.8	20
24	Rationalization of Triangle-based Point-folding Structures. Computer Graphics Forum, 2012, 31, 611-620.	1.8	20
25	Directional field synthesis, design, and processing. , 2017, , .		17
26	Quad Layouts via Constrained Mesh Quantization. Computer Graphics Forum, 2021, 40, 305-314.	1.8	16
27	Scale-invariant Directional Alignment of Surface Parametrizations. Computer Graphics Forum, 2016, 35, 1-10.	1.8	15
28	Efficient and robust discrete conformal equivalence with boundary. ACM Transactions on Graphics, 2021, 40, 1-16.	4.9	15
29	B-zier guarding. ACM Transactions on Graphics, 2020, 39, .	4.9	12
30	Combinatorial Construction of Seamless Parameter Domains. Computer Graphics Forum, 2020, 39, 179-190.	1.8	11
31	Quadrangulation of non-rigid objects using deformation metrics. Computer Aided Geometric Design, 2018, 62, 3-15.	0.5	10
32	Intrinsic mixed-integer polycubes for hexahedral meshing. Computer Aided Geometric Design, 2022, 94, 102078.	0.5	10
33	Efficient piecewise higher-order parametrization of discrete surfaces with local and global injectivity. CAD Computer Aided Design, 2020, 127, 102862.	1.4	9
34	Simpler Quad Layouts using Relaxed Singularities. Computer Graphics Forum, 2021, 40, 169-180.	1.8	8
35	Variational Tangent Plane Intersection for Planar Polygonal Meshing. , 2013, , 319-332.		8
36	The 3D Motorcycle Complex for Structured Volume Decomposition. Computer Graphics Forum, 2022, 41, 221-235.	1.8	8

#	ARTICLE	IF	CITATIONS
37	Efficient Computation of Shortest Path-Concavity for 3D Meshes. , 2013, , .		6
38	Exact Constraint Satisfaction for Truly Seamless Parametrization. Computer Graphics Forum, 2019, 38, 135-145.	1.8	6
39	Surface Map Homology Inference. Computer Graphics Forum, 2021, 40, 193-203.	1.8	4
40	Tiling the Bunny: Quad Layouts for Efficient 3D Geometry Representation. IEEE Computer Graphics and Applications, 2017, 37, 88-95.	1.0	3