

# Marcel Campen

## List of Publications by Year in descending order

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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	Intrinsic mixed-integer polycubes for hexahedral meshing. Computer Aided Geometric Design, 2022, 94, 102078.	0.5	10
2	The 3D Motorcycle Complex for Structured Volume Decomposition. Computer Graphics Forum, 2022, 41, 221-235.	1.8	8
3	Quad Layouts via Constrained Mesh Quantization. Computer Graphics Forum, 2021, 40, 305-314.	1.8	16
4	Simpler Quad Layouts using Relaxed Singularities. Computer Graphics Forum, 2021, 40, 169-180.	1.8	8
5	Surface Map Homology Inference. Computer Graphics Forum, 2021, 40, 193-203.	1.8	4
6	Efficient and robust discrete conformal equivalence with boundary. ACM Transactions on Graphics, 2021, 40, 1-16.	4.9	15
7	Seamless Parametrization with Arbitrary Cones for Arbitrary Genus. ACM Transactions on Graphics, 2020, 39, 1-19.	4.9	23
8	Combinatorial Construction of Seamless Parameter Domains. Computer Graphics Forum, 2020, 39, 179-190.	1.8	11
9	Efficient piecewise higher-order parametrization of discrete surfaces with local and global injectivity. CAD Computer Aided Design, 2020, 127, 102862.	1.4	9
10	Bözier guarding. ACM Transactions on Graphics, 2020, 39, .	4.9	12
11	Inter-surface maps via constant-curvature metrics. ACM Transactions on Graphics, 2020, 39, .	4.9	23
12	Parametrization quantization with free boundaries for trimmed quad meshing. ACM Transactions on Graphics, 2019, 38, 1-14.	4.9	22
13	Exact Constraint Satisfaction for Truly Seamless Parametrization. Computer Graphics Forum, 2019, 38, 135-145.	1.8	6
14	Distortion-minimizing injective maps between surfaces. ACM Transactions on Graphics, 2019, 38, 1-15.	4.9	27
15	Quadrangulation of non-rigid objects using deformation metrics. Computer Aided Geometric Design, 2018, 62, 3-15.	0.5	10
16	Tiling the Bunny: Quad Layouts for Efficient 3D Geometry Representation. IEEE Computer Graphics and Applications, 2017, 37, 88-95.	1.0	3
17	Directional field synthesis, design, and processing. , 2017, , .		17
18	Partitioning Surfaces Into Quadrilateral Patches: A Survey. Computer Graphics Forum, 2017, 36, 567-588.	1.8	27

#	ARTICLE	IF	CITATIONS
19	Similarity maps and field-guided T-splines. ACM Transactions on Graphics, 2017, 36, 1-16.	4.9	34
20	Directional Field Synthesis, Design, and Processing. Computer Graphics Forum, 2016, 35, 545-572.	1.8	92
21	Scale-Invariant Directional Alignment of Surface Parametrizations. Computer Graphics Forum, 2016, 35, 1-10.	1.8	15
22	Interactively controlled quad remeshing of high resolution 3D models. ACM Transactions on Graphics, 2016, 35, 1-13.	4.9	29
23	Directional field synthesis, design, and processing. , 2016, , .		26
24	Bijjective maps from simplicial foliations. ACM Transactions on Graphics, 2016, 35, 1-15.	4.9	40
25	Quantized global parametrization. ACM Transactions on Graphics, 2015, 34, 1-12.	4.9	245
26	Dual strip weaving. ACM Transactions on Graphics, 2014, 33, 1-10.	4.9	48
27	Level-of-detail quad meshing. ACM Transactions on Graphics, 2014, 33, 1-11.	4.9	36
28	Quad Layout Embedding via Aligned Parameterization. Computer Graphics Forum, 2014, 33, 69-81.	1.8	48
29	QEx. ACM Transactions on Graphics, 2013, 32, 1-10.	4.9	60
30	Integer-grid maps for reliable quad meshing. ACM Transactions on Graphics, 2013, 32, 1-12.	4.9	161
31	Polygon mesh repairing. ACM Computing Surveys, 2013, 45, 1-33.	16.1	139
32	Efficient Computation of Shortest Path-Concavity for 3D Meshes. , 2013, , .		6
33	Practical Anisotropic Geodesy. Computer Graphics Forum, 2013, 32, 63-71.	1.8	36
34	Variational Tangent Plane Intersection for Planar Polygonal Meshing. , 2013, , 319-332.		8
35	Dual loops meshing. ACM Transactions on Graphics, 2012, 31, 1-11.	4.9	89
36	Rationalization of Triangle-Based Point-Folding Structures. Computer Graphics Forum, 2012, 31, 611-620.	1.8	20

#	ARTICLE	IF	CITATIONS
37	Walking On Broken Mesh: Defect-Tolerant Geodesic Distances and Parameterizations. Computer Graphics Forum, 2011, 30, 623-632.	1.8	20
38	Hybrid Booleans. Computer Graphics Forum, 2010, 29, 75-87.	1.8	37
39	Exact and Robust (Self-)Intersections for Polygonal Meshes. Computer Graphics Forum, 2010, 29, 397-406.	1.8	65
40	Polygonal Boundary Evaluation of Minkowski Sums and Swept Volumes. Computer Graphics Forum, 2010, 29, 1613-1622.	1.8	38