Jakob Andreas BÃ¦rentzen

List of Publications by Year
in descending order

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29	2,039	933447	580821
papers	citations	10 h-index	25 g-index

29	29	29	2422
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Topology-adaptive interface tracking using the deformable simplicial complex. ACM Transactions on Graphics, 2012, 31, 1-12.	7.2	1,698
2	Combined shape and topology optimization of 3D structures. Computers and Graphics, 2015, 46, 25-35.	2.5	73
3	Topology optimization using an explicit interface representation. Structural and Multidisciplinary Optimization, 2014, 49, 387-399.	3.5	67
4	Multiphase Flow of Immiscible Fluids on Unstructured Moving Meshes. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 4-16.	4.4	33
5	Automatic balancing of 3D models. CAD Computer Aided Design, 2015, 58, 236-241.	2.7	27
6	Interactive shape modeling using a skeleton-mesh co-representation. ACM Transactions on Graphics, 2014, 33, 1-10.	7.2	23
7	Tetrahedral Mesh Improvement Using Multi-face Retriangulation. , 2009, , 539-555.		18
8	3D interactive topology optimization on hand-held devices. Structural and Multidisciplinary Optimization, 2015, 51, 1385-1391.	3.5	12
9	Efficient hybrid topology and shape optimization combining implicit and explicit design representations. Structural and Multidisciplinary Optimization, 2020, 62, 1061-1069.	3.5	12
10	Multi-phase image segmentation with the adaptive deformable mesh. Pattern Recognition Letters, 2019, 117, 97-103.	4.2	11
11	Adaptive robotic manufacturing using higher order knowledge systems. Automation in Construction, 2021, 127, 103702.	9.8	11
12	Scene reassembly after multimodal digitization and pipeline evaluation using photorealistic rendering. Applied Optics, 2017, 56, 7679.	1.8	10
13	Synthesis of Frame Field-Aligned Multi-Laminar Structures. ACM Transactions on Graphics, 2022, 41, 1-20.	7.2	7
14	Tangible 3D modeling of coherent and themed structures. Computers and Graphics, 2016, 58, 53-65.	2.5	6
15	Improving topology optimization intuition through games. Structural and Multidisciplinary Optimization, 2016, 54, 775-781.	3.5	4
16	Interactive directional subsurface scattering and transport of emergent light. Visual Computer, 2017, 33, 371-383.	3.5	4
17	Surface Reconstruction from Structured Light Images Using Differentiable Rendering. Sensors, 2021, 21, 1068.	3.8	4
18	Height and Tilt Geometric Texture. Lecture Notes in Computer Science, 2009, , 656-667.	1.3	4

#	Article	IF	Citations
19	Real-Time Rendering of Teeth with No Preprocessing. Lecture Notes in Computer Science, 2012, , 334-345.	1.3	3
20	Applying software design patterns to graph-modelled robotic workflows. Automation in Construction, 2021, 132, 103965.	9.8	3
21	BÃ©zier curves that are close to elastica. CAD Computer Aided Design, 2018, 104, 36-44.	2.7	2
22	Regularisation of 3D Signed Distance Fields. Lecture Notes in Computer Science, 2009, , 513-519.	1.3	2
23	Multiphase Image Segmentation Using the Deformable Simplicial Complex Method. , 2014, , .		1
24	Cache-mesh, a Dynamics Data Structure for Performance Optimization. Procedia Engineering, 2017, 203, 193-205.	1.2	1
25	Designing interactively with elastic splines. Computer Aided Geometric Design, 2018, 62, 181-191.	1.2	1
26	Correction of Voxelization Artifacts by Revoxelization. Eurographics, 2001, , 265-275.	0.4	1
27	Camera Resectioning from a Box. Lecture Notes in Computer Science, 2009, , 259-268.	1.3	1
28	Deformable Mesh Evolved by Similarity of Image Patches. , 2019, , .		0
29	Boneless Pose Editing and Animation. , 2007, , 562-571.		0