

# Jakob Andreas Bärentzen

## List of Publications by Year in descending order

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29  
papers

2,039  
citations

933447

10  
h-index

580821

25  
g-index

29  
all docs

29  
docs citations

29  
times ranked

2422  
citing authors

#	ARTICLE	IF	CITATIONS
1	Synthesis of Frame Field-Aligned Multi-Laminar Structures. ACM Transactions on Graphics, 2022, 41, 1-20.	7.2	7
2	Surface Reconstruction from Structured Light Images Using Differentiable Rendering. Sensors, 2021, 21, 1068.	3.8	4
3	Adaptive robotic manufacturing using higher order knowledge systems. Automation in Construction, 2021, 127, 103702.	9.8	11
4	Applying software design patterns to graph-modelled robotic workflows. Automation in Construction, 2021, 132, 103965.	9.8	3
5	Efficient hybrid topology and shape optimization combining implicit and explicit design representations. Structural and Multidisciplinary Optimization, 2020, 62, 1061-1069.	3.5	12
6	Deformable Mesh Evolved by Similarity of Image Patches. , 2019, , .		0
7	Multi-phase image segmentation with the adaptive deformable mesh. Pattern Recognition Letters, 2019, 117, 97-103.	4.2	11
8	Designing interactively with elastic splines. Computer Aided Geometric Design, 2018, 62, 181-191.	1.2	1
9	BÄzier curves that are close to elastica. CAD Computer Aided Design, 2018, 104, 36-44.	2.7	2
10	Interactive directional subsurface scattering and transport of emergent light. Visual Computer, 2017, 33, 371-383.	3.5	4
11	Cache-mesh, a Dynamics Data Structure for Performance Optimization. Procedia Engineering, 2017, 203, 193-205.	1.2	1
12	Scene reassembly after multimodal digitization and pipeline evaluation using photorealistic rendering. Applied Optics, 2017, 56, 7679.	1.8	10
13	Tangible 3D modeling of coherent and themed structures. Computers and Graphics, 2016, 58, 53-65.	2.5	6
14	Improving topology optimization intuition through games. Structural and Multidisciplinary Optimization, 2016, 54, 775-781.	3.5	4
15	3D interactive topology optimization on hand-held devices. Structural and Multidisciplinary Optimization, 2015, 51, 1385-1391.	3.5	12
16	Automatic balancing of 3D models. CAD Computer Aided Design, 2015, 58, 236-241.	2.7	27
17	Combined shape and topology optimization of 3D structures. Computers and Graphics, 2015, 46, 25-35.	2.5	73
18	Interactive shape modeling using a skeleton-mesh co-representation. ACM Transactions on Graphics, 2014, 33, 1-10.	7.2	23

#	ARTICLE	IF	CITATIONS
19	Multiphase Image Segmentation Using the Deformable Simplicial Complex Method. , 2014, , .		1
20	Multiphase Flow of Immiscible Fluids on Unstructured Moving Meshes. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 4-16.	4.4	33
21	Topology optimization using an explicit interface representation. Structural and Multidisciplinary Optimization, 2014, 49, 387-399.	3.5	67
22	Topology-adaptive interface tracking using the deformable simplicial complex. ACM Transactions on Graphics, 2012, 31, 1-12.	7.2	1,698
23	Real-Time Rendering of Teeth with No Preprocessing. Lecture Notes in Computer Science, 2012, , 334-345.	1.3	3
24	Tetrahedral Mesh Improvement Using Multi-face Retriangulation. , 2009, , 539-555.		18
25	Height and Tilt Geometric Texture. Lecture Notes in Computer Science, 2009, , 656-667.	1.3	4
26	Regularisation of 3D Signed Distance Fields. Lecture Notes in Computer Science, 2009, , 513-519.	1.3	2
27	Camera Resectioning from a Box. Lecture Notes in Computer Science, 2009, , 259-268.	1.3	1
28	Boneless Pose Editing and Animation. , 2007, , 562-571.		0
29	Correction of Voxelization Artifacts by Revoxelization. Eurographics, 2001, , 265-275.	0.4	1