Juan J JimÃ©nez-Delgado

List of Publications by Year
in descending order

29 papers	275 citations	1163117 8 h-index	940533 16 g-index
32 all docs	32 docs citations	32 times ranked	317 citing authors

#	Article	IF	Citations
1	Computer assisted preoperative planning of bone fracture reduction: Simulation techniques and new trends. Medical Image Analysis, 2016, 30, 30-45.	11.6	54
2	Development and evaluation of a 3D mobile application for learning manual therapy in the physiotherapy laboratory. Computers and Education, 2013, 69, 96-108.	8.3	46
3	Collision detection between complex polyhedra. Computers and Graphics, 2008, 32, 402-411.	2.5	34
4	3D segmentation and labeling of fractured bone from CT images. Visual Computer, 2014, 30, 939-948.	3.5	34
5	Web technologies applied to virtual heritage: An example of an Iberian Art Museum. Journal of Cultural Heritage, 2012, 13, 326-331.	3.3	25
6	Identification of fracture zones and its application in automatic bone fracture reduction. Computer Methods and Programs in Biomedicine, 2017, 141, 93-104.	4.7	19
7	A robust segment/triangle intersection algorithm for interference tests. Efficiency study. Computational Geometry: Theory and Applications, 2010, 43, 474-492.	0.5	18
8	A new hierarchical triangle-based point-in-polygon data structure. Computers and Geosciences, 2009, 35, 1843-1853.	4.2	12
9	Robust and Optimized Algorithms for the Pointâ€inâ€Polygon Inclusion Test without Preâ€processing. Computer Graphics Forum, 2009, 28, 2264-2274.	3.0	6
10	Particle Oriented Collision Detection using Simplicial Coverings and Tetra-Trees. Computer Graphics Forum, 2006, 25, 53-68.	3.0	4
11	Tracking by means of geodesic region models applied to multidimensional and complex medical images. Computer Vision and Image Understanding, 2011, 115, 1083-1098.	4.7	4
12	Development and implementation of a mobile application to improve university teaching of electrotherapy. , 2016, , .		4
13	Simulation of bone fractures via geometric techniques: an overview. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 2019, 7, 557-562.	1.9	3
14	TecnologÃas para museos virtuales en dispositivos mÃ³viles. Virtual Archaeology Review, 2012, 3, 102.	1.9	2
15	Tetra-trees properties in graphic interaction. Graphical Models, 2011, 73, 182-201.	2.4	1
16	Identification of fractured bone tissue from CT images. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 2016, 4, 174-182.	1.9	1
17	Mobile devices in the context of bone fracture reduction: challenges and opportunities. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 2018, 6, 371-378.	1.9	1
18	Generation and Validation of Osseous Fracture Patterns by Forensic Analysis. IEEE Access, 2020, 8, 211506-211525.	4.2	1

#	Article	IF	Citations
19	A compact representation of the bone fracture area. Application to fractured bones of clinical cases. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 2022, 10, 476-483.	1.9	1
20	Tracking Organs Composed of One or Multiple Regions Using Geodesic Active Region Models. , 2009, , 37-52.		1
21	Territorial agglomerations and corporate social responsibility: the role of science and technology parks. International Journal of Entrepreneurship and Innovation Management, 2019, 23, 180.	0.1	1
22	Alternatives for the generation of triangle meshes to represent bone fragments. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 2018, 6, 417-428.	1.9	0
23	Fracture of geometric bone models. Multiscale simulation issues. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 0, , 1-8.	1.9	0
24	Performance Analysis for GPU-based Ray-triangle Algorithms. , 2014, , .		0
25	An Application to Interact with 3D Models Reconstructed from Medical Images. , 2014, , .		0
26	Surface reconstruction of bone fragments: A comparative study. , 2015, , 321-326.		0
27	Usage of mobile devices in a bone fracture reduction process. , 2015, , 233-238.		0
28	Initial Results of a Method for the Generation of Triangle Meshes Representing Bone Fragments using a Spatial Decomposition. , 2017, , .		0
29	Issues on the Simulation of Geometric Fractures of Bone Models. Lecture Notes in Computational Vision and Biomechanics, 2018, , 467-475.	0.5	0