

Juan J JimÃ©nez-Delgado

List of Publications by Year in descending order

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Version: 2024-02-01

29
papers

275
citations

1163117

8
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940533

16
g-index

32
all docs

32
docs citations

32
times ranked

317
citing authors

#	ARTICLE	IF	CITATIONS
1	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
2	Generation and Validation of Osseous Fracture Patterns by Forensic Analysis. IEEE Access, 2020, 8, 211506-211525.	4.2	1
3	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
4	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
5	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
6	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
7	Issues on the Simulation of Geometric Fractures of Bone Models. Lecture Notes in Computational Vision and Biomechanics, 2018, , 467-475.	0.5	0
8	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
9	Initial Results of a Method for the Generation of Triangle Meshes Representing Bone Fragments using a Spatial Decomposition. , 2017, , .		0
10	Development and implementation of a mobile application to improve university teaching of electrotherapy. , 2016, , .		4
11	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
12	Computer assisted preoperative planning of bone fracture reduction: Simulation techniques and new trends. Medical Image Analysis, 2016, 30, 30-45.	11.6	54
13	Surface reconstruction of bone fragments: A comparative study. , 2015, , 321-326.		0
14	Usage of mobile devices in a bone fracture reduction process. , 2015, , 233-238.		0
15	3D segmentation and labeling of fractured bone from CT images. Visual Computer, 2014, 30, 939-948.	3.5	34
16	Performance Analysis for GPU-based Ray-triangle Algorithms. , 2014, , .		0
17	An Application to Interact with 3D Models Reconstructed from Medical Images. , 2014, , .		0
18	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

#	ARTICLE	IF	CITATIONS
19	Web technologies applied to virtual heritage: An example of an Iberian Art Museum. <i>Journal of Cultural Heritage</i> , 2012, 13, 326-331.	3.3	25
20	Tecnologías para museos virtuales en dispositivos móviles. <i>Virtual Archaeology Review</i> , 2012, 3, 102.	1.9	2
21	Tracking by means of geodesic region models applied to multidimensional and complex medical images. <i>Computer Vision and Image Understanding</i> , 2011, 115, 1083-1098.	4.7	4
22	Tetra-trees properties in graphic interaction. <i>Graphical Models</i> , 2011, 73, 182-201.	2.4	1
23	A robust segment/triangle intersection algorithm for interference tests. Efficiency study. <i>Computational Geometry: Theory and Applications</i> , 2010, 43, 474-492.	0.5	18
24	A new hierarchical triangle-based point-in-polygon data structure. <i>Computers and Geosciences</i> , 2009, 35, 1843-1853.	4.2	12
25	Robust and Optimized Algorithms for the Point-in-Polygon Inclusion Test without Preprocessing. <i>Computer Graphics Forum</i> , 2009, 28, 2264-2274.	3.0	6
26	Tracking Organs Composed of One or Multiple Regions Using Geodesic Active Region Models. , 2009, , 37-52.		1
27	Collision detection between complex polyhedra. <i>Computers and Graphics</i> , 2008, 32, 402-411.	2.5	34
28	Particle Oriented Collision Detection using Simplicial Coverings and Tetra-Trees. <i>Computer Graphics Forum</i> , 2006, 25, 53-68.	3.0	4
29	Fracture of geometric bone models. Multiscale simulation issues. <i>Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization</i> , 0, , 1-8.	1.9	0