

# Jieqing Feng

## List of Publications by Year in descending order

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54  
papers

531  
citations

623188  
14  
h-index

752256  
20  
g-index

54  
all docs

54  
docs citations

54  
times ranked

423  
citing authors

#	ARTICLE	IF	CITATIONS
1	A new free-form deformation through the control of parametric surfaces. Computers and Graphics, 1996, 20, 531-539.	1.4	45
2	2D shape morphing via automatic feature matching and hierarchical interpolation. Computers and Graphics, 2009, 33, 414-423.	1.4	31
3	Convolution Surfaces for Line Skeletons with Polynomial Weight Distributions. Journal of Graphics Tools, 2001, 6, 17-28.	0.5	30
4	Real-time feature-aware video abstraction. Visual Computer, 2008, 24, 727-734.	2.5	26
5	Hierarchical Multiview Rigid Registration. Computer Graphics Forum, 2015, 34, 77-87.	1.8	23
6	Real-time saliency-aware video abstraction. Visual Computer, 2009, 25, 973-984.	2.5	22
7	Variance Soft Shadow Mapping. Computer Graphics Forum, 2010, 29, 2127-2134.	1.8	21
8	Packet-based Hierarchical Soft Shadow Mapping. Computer Graphics Forum, 2009, 28, 1121-1130.	1.8	18
9	B-spline free-form deformation of polygonal object as trimmed B-spline surfaces. Visual Computer, 2002, 18, 493-510.	2.5	17
10	Accurate B-spline Free-Form Deformation of Polygonal Objects. Journal of Graphics Tools, 1998, 3, 11-27.	0.5	16
11	Multiresolution free-form deformation with subdivision surface of arbitrary topology. Visual Computer, 2006, 22, 28-42.	2.5	16
12	Completion-based texture design using deformation. Visual Computer, 2006, 22, 936-945.	2.5	16
13	Plausible cloth animation using dynamic bending model. Progress in Natural Science: Materials International, 2008, 18, 879-885.	1.8	16
14	Multi-scale surface reconstruction based on a curvature-adaptive signed distance field. Computers and Graphics, 2018, 70, 28-38.	1.4	15
15	Quasi-Monte Carlo ray tracing algorithm for radiative flux distribution simulation. Solar Energy, 2020, 211, 167-182.	2.9	14
16	Visual saliency guided normal enhancement technique for 3D shape depiction. Computers and Graphics, 2011, 35, 706-712.	1.4	13
17	A robust confirmable watermarking algorithm for 3D mesh based on manifold harmonics analysis. Visual Computer, 2012, 28, 1049-1062.	2.5	13
18	Exponential Soft Shadow Mapping. Computer Graphics Forum, 2013, 32, 107-116.	1.8	13

#	ARTICLE	IF	CITATIONS
19	Fast flux density distribution simulation of central receiver system on GPU. Solar Energy, 2017, 144, 424-435.	2.9	11
20	Mesh fusion using functional blending on topologically incompatible sections. Visual Computer, 2006, 22, 266-275.	2.5	10
21	Shape deformation with tunable stiffness. Visual Computer, 2008, 24, 495-503.	2.5	10
22	Real-time B-spline Free-Form Deformation via GPU acceleration. Computers and Graphics, 2013, 37, 1-11.	1.4	9
23	High-precision human body acquisition via multi-view binocular stereopsis. Computers and Graphics, 2020, 87, 43-61.	1.4	9
24	Structure Preserving Manipulation and Interpolation for Multi-Element 2D Shapes. Computer Graphics Forum, 2012, 31, 2249-2258.	1.8	8
25	An improved flux density distribution model for a flat heliostat (iHFLCAL) compared with HFLCAL. Energy, 2019, 189, 116239.	4.5	8
26	An analytical flux density distribution model with a closed-form expression for a flat heliostat. Applied Energy, 2019, 251, 113310.	5.1	8
27	Deformation-based interactive texture design using energy optimization. Visual Computer, 2007, 23, 631-639.	2.5	7
28	Adaptive skeleton-driven cages for mesh sequences. Computer Animation and Virtual Worlds, 2014, 25, 445-453.	0.7	7
29	An additional branch free algebraic B-spline curve fitting method. Visual Computer, 2010, 26, 801-811.	2.5	6
30	Mesh Sequence Morphing. Computer Graphics Forum, 2016, 35, 179-190.	1.8	6
31	Adaptive disparity computation using local and non-local cost aggregations. Multimedia Tools and Applications, 2018, 77, 31647-31663.	2.6	6
32	GPU-based Monte Carlo ray tracing simulation considering refraction for central receiver system. Renewable Energy, 2022, 193, 367-382.	4.3	6
33	GPU-based parallel solver via the Kantorovich theorem for the nonlinear Bernstein polynomial systems. Computers and Mathematics With Applications, 2011, 62, 2506-2517.	1.4	5
34	GPU-based smooth free-form deformation with sharp feature awareness. Computer Aided Geometric Design, 2015, 35-36, 69-81.	0.5	5
35	Intrinsic color correction for stereo matching. Computers and Graphics, 2019, 82, 22-31.	1.4	5
36	Accelerating Accurate B-spline Free-form Deformation of Polygonal Objects. Journal of Graphics Tools, 2000, 5, 1-8.	0.5	4

#	ARTICLE	IF	CITATIONS
37	2D shape manipulation via topology-aware rigid grid. <i>Computer Animation and Virtual Worlds</i> , 2009, 20, 175-184.	0.7	4
38	Volumetric shape contexts for mesh co-segmentation. <i>Computer Aided Geometric Design</i> , 2016, 43, 159-171.	0.5	4
39	Analytical radiative flux model via convolution integral and image plane mapping. <i>Energy</i> , 2021, 222, 119937.	4.5	4
40	Type-based outlier removal framework for point clouds. <i>Information Sciences</i> , 2021, 580, 436-459.	4.0	4
41	User-controllable mesh segmentation using shape harmonic signature. <i>Progress in Natural Science: Materials International</i> , 2009, 19, 471-478.	1.8	3
42	Real-time ray casting of algebraic B-spline surfaces. <i>Computers and Graphics</i> , 2011, 35, 800-809.	1.4	3
43	A general framework for 3D model co-alignment. <i>CAD Computer Aided Design</i> , 2017, 90, 59-70.	1.4	2
44	A Robust Multi-View System for High-Fidelity Human Body Shape Reconstruction. <i>Computer Graphics Forum</i> , 2021, 40, 19-31.	1.8	2
45	Symmetry-aware kinematic skeleton generation of a 3D human body model. <i>Multimedia Tools and Applications</i> , 2020, 79, 20579-20602.	2.6	2
46	Sub-Pixel Anti-Aliasing Via Triangle-Based Geometry Reconstruction. <i>Computer Graphics Forum</i> , 2014, 33, 81-90.	1.8	1
47	Real-time rendering of algebraic B-spline surfaces via Bézier point insertion. <i>Science China Information Sciences</i> , 2014, 57, 1-15.	2.7	1
48	Robust region-wise colour correction method for stereo matching. <i>IET Computer Vision</i> , 2016, 10, 641-649.	1.3	1
49	Confidence-based camera calibration with modified census transform. <i>Multimedia Tools and Applications</i> , 2020, 79, 23093-23109.	2.6	1
50	Ensemble learning with advanced fast image filtering features for semi-global matching. <i>Machine Vision and Applications</i> , 2021, 32, 1.	1.7	1
51	CNLPA-MVS: Coarse-Hypotheses Guided Non-Local PatchMatch Multi-View Stereo. <i>Journal of Computer Science and Technology</i> , 2021, 36, 572-587.	0.9	1
52	Automatic location and semantic labeling of landmarks on 3D human body models. <i>Computational Visual Media</i> , 2022, 8, 553-570.	10.8	1
53	Out-of-core outlier removal for large-scale indoor point clouds. <i>Graphical Models</i> , 2022, 122, 101142.	1.1	1
54	Efficient skeleton-guided displaced subdivision surfaces. <i>Multimedia Tools and Applications</i> , 2018, 77, 5367-5384.	2.6	0