Jieqing Feng

List of Publications by Year
in descending order

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	GPU-based Monte Carlo ray tracing simulation considering refraction for central receiver system. Renewable Energy, 2022, 193, 367-382.	4.3	6
2	Automatic location and semantic labeling of landmarks on 3D human body models. Computational Visual Media, 2022, 8, 553-570.	10.8	1
3	Out-of-core outlier removal for large-scale indoor point clouds. Graphical Models, 2022, 122, 101142.	1.1	1
4	Ensemble learning with advanced fast image filtering features for semi-global matching. Machine Vision and Applications, 2021, 32, 1.	1.7	1
5	CNLPA-MVS: Coarse-Hypotheses Guided Non-Local PatchMatch Multi-View Stereo. Journal of Computer Science and Technology, 2021, 36, 572-587.	0.9	1
6	Analytical radiative flux model via convolution integral and image plane mapping. Energy, 2021, 222, 119937.	4.5	4
7	A Robust Multiâ€View System for Highâ€Fidelity Human Body Shape Reconstruction. Computer Graphics Forum, 2021, 40, 19-31.	1.8	2
8	Type-based outlier removal framework for point clouds. Information Sciences, 2021, 580, 436-459.	4.0	4
9	Quasi-Monte Carlo ray tracing algorithm for radiative flux distribution simulation. Solar Energy, 2020, 211, 167-182.	2.9	14
10	Confidence-based camera calibration with modified census transform. Multimedia Tools and Applications, 2020, 79, 23093-23109.	2.6	1
11	High-precision human body acquisition via multi-view binocular stereopsis. Computers and Graphics, 2020, 87, 43-61.	1.4	9
12	Symmetry-aware kinematic skeleton generation of a 3D human body model. Multimedia Tools and Applications, 2020, 79, 20579-20602.	2.6	2
13	An improved flux density distribution model for a flat heliostat (iHFLCAL) compared with HFLCAL. Energy, 2019, 189, 116239.	4.5	8
14	An analytical flux density distribution model with a closed-form expression for a flat heliostat. Applied Energy, 2019, 251, 113310.	5.1	8
15	Intrinsic color correction for stereo matching. Computers and Graphics, 2019, 82, 22-31.	1.4	5
16	Efficient skeleton-guided displaced subdivision surfaces. Multimedia Tools and Applications, 2018, 77, 5367-5384.	2.6	0
17	Multi-scale surface reconstruction based on a curvature-adaptive signed distance field. Computers and Graphics, 2018, 70, 28-38.	1.4	15
18	Adaptive disparity computation using local and non-local cost aggregations. Multimedia Tools and Applications, 2018, 77, 31647-31663.	2.6	6

#	Article	IF	Citations
19	A general framework for 3D model co-alignment. CAD Computer Aided Design, 2017, 90, 59-70.	1.4	2
20	Fast flux density distribution simulation of central receiver system on GPU. Solar Energy, 2017, 144, 424-435.	2.9	11
21	Mesh Sequence Morphing. Computer Graphics Forum, 2016, 35, 179-190.	1.8	6
22	Robust region–wise colour correction method for stereo matching. IET Computer Vision, 2016, 10, 641-649.	1.3	1
23	Volumetric shape contexts for mesh co-segmentation. Computer Aided Geometric Design, 2016, 43, 159-171.	0.5	4
24	Hierarchical Multiview Rigid Registration. Computer Graphics Forum, 2015, 34, 77-87.	1.8	23
25	GPU-based smooth free-form deformation with sharp feature awareness. Computer Aided Geometric Design, 2015, 35-36, 69-81.	0.5	5
26	Sub–Pixel Anti–Aliasing Via Triangle–Based Geometry Reconstruction. Computer Graphics Forum, 2014, 33, 81-90.	1.8	1
27	Adaptive skeleton–driven cages for mesh sequences. Computer Animation and Virtual Worlds, 2014, 25, 445-453.	0.7	7
28	Real-time rendering of algebraic B-spline surfaces via Bézier point insertion. Science China Information Sciences, 2014, 57, 1-15.	2.7	1
29	Real-time B-spline Free-Form Deformation via GPU acceleration. Computers and Graphics, 2013, 37, 1-11.	1.4	9
30	Exponential Soft Shadow Mapping. Computer Graphics Forum, 2013, 32, 107-116.	1.8	13
31	Structure Preserving Manipulation and Interpolation for Multi–element 2D Shapes. Computer Graphics Forum, 2012, 31, 2249-2258.	1.8	8
32	A robust confirmable watermarking algorithm for 3D mesh based on manifold harmonics analysis. Visual Computer, 2012, 28, 1049-1062.	2.5	13
33	Real-time ray casting of algebraic B-spline surfaces. Computers and Graphics, 2011, 35, 800-809.	1.4	3
34	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
35	Visual saliency guided normal enhancement technique for 3D shape depiction. Computers and Graphics, 2011, 35, 706-712.	1.4	13
36	An additional branch free algebraic B-spline curve fitting method. Visual Computer, 2010, 26, 801-811.	2.5	6

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37	Variance Soft Shadow Mapping. Computer Graphics Forum, 2010, 29, 2127-2134.	1.8	21
38	User-controllable mesh segmentation using shape harmonic signature. Progress in Natural Science: Materials International, 2009, 19, 471-478.	1.8	3
39	2D shape morphing via automatic feature matching and hierarchical interpolation. Computers and Graphics, 2009, 33, 414-423.	1.4	31
40	2D shape manipulation via topology–aware rigid grid. Computer Animation and Virtual Worlds, 2009, 20, 175-184.	0.7	4
41	Real-time saliency-aware video abstraction. Visual Computer, 2009, 25, 973-984.	2.5	22
42	Packet–based Hierarchal Soft Shadow Mapping. Computer Graphics Forum, 2009, 28, 1121-1130.	1.8	18
43	Shape deformation with tunable stiffness. Visual Computer, 2008, 24, 495-503.	2.5	10
44	Real-time feature-aware video abstraction. Visual Computer, 2008, 24, 727-734.	2.5	26
45	Plausible cloth animation using dynamic bending model. Progress in Natural Science: Materials International, 2008, 18, 879-885.	1.8	16
46	Deformation-based interactive texture design using energy optimization. Visual Computer, 2007, 23, 631-639.	2.5	7
47	Multiresolution free-form deformation with subdivision surface of arbitrary topology. Visual Computer, 2006, 22, 28-42.	2.5	16
48	Mesh fusion using functional blending on topologically incompatible sections. Visual Computer, 2006, 22, 266-275.	2.5	10
49	Completion-based texture design using deformation. Visual Computer, 2006, 22, 936-945.	2.5	16
50	B-spline free-form deformation of polygonal object as trimmed Bézier surfaces. Visual Computer, 2002, 18, 493-510.	2.5	17
51	Convolution Surfaces for Line Skeletons with Polynomial Weight Distributions. Journal of Graphics Tools, 2001, 6, 17-28.	0.5	30
52	Accelerating Accurate B-spline Free-form Deformation of Polygonal Objects. Journal of Graphics Tools, 2000, 5, 1-8.	0.5	4
53	Accurate B-spline Free-Form Deformation of Polygonal Objects. Journal of Graphics Tools, 1998, 3, 11-27.	0.5	16
54	A new free-form deformation through the control of parametric surfaces. Computers and Graphics, 1996, 20, 531-539.	1.4	45