

Charlie C L Wang

List of Publications by Year in descending order

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220
papers

7,790
citations

71061

41
h-index

64755

79
g-index

228
all docs

228
docs citations

228
times ranked

5188
citing authors

#	ARTICLE	IF	CITATIONS
1	The status, challenges, and future of additive manufacturing in engineering. CAD Computer Aided Design, 2015, 69, 65-89.	1.4	1,725
2	Current and future trends in topology optimization for additive manufacturing. Structural and Multidisciplinary Optimization, 2018, 57, 2457-2483.	1.7	533
3	Cost-effective printing of 3D objects with skin-frame structures. ACM Transactions on Graphics, 2013, 32, 1-10.	4.9	158
4	Self-supporting rhombic infill structures for additive manufacturing. CAD Computer Aided Design, 2016, 80, 32-42.	1.4	140
5	Support-free volume printing by multi-axis motion. ACM Transactions on Graphics, 2018, 37, 1-14.	4.9	137
6	Parameterization and parametric design of mannequins. CAD Computer Aided Design, 2005, 37, 83-98.	1.4	131
7	Support slimming for single material based additive manufacturing. CAD Computer Aided Design, 2015, 65, 1-10.	1.4	129
8	Automatic design of conformal cooling circuits for rapid tooling. CAD Computer Aided Design, 2011, 43, 1001-1010.	1.4	118
9	Surface flattening based on energy model. CAD Computer Aided Design, 2002, 34, 823-833.	1.4	115
10	Design automation for customized apparel products. CAD Computer Aided Design, 2005, 37, 675-691.	1.4	111
11	From laser-scanned data to feature human model: a system based on fuzzy logic concept. CAD Computer Aided Design, 2003, 35, 241-253.	1.4	103
12	Feature based 3D garment design through 2D sketches. CAD Computer Aided Design, 2003, 35, 659-672.	1.4	102
13	Perceptual models of preference in 3D printing direction. ACM Transactions on Graphics, 2015, 34, 1-12.	4.9	101
14	Design and Optimization of Conforming Lattice Structures. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 43-56.	2.9	96
15	Real-Time Collaborative Design With Heterogeneous CAD Systems Based on Neutral Modeling Commands. Journal of Computing and Information Science in Engineering, 2007, 7, 113-125.	1.7	78
16	Reinforced FDM. ACM Transactions on Graphics, 2020, 39, 1-15.	4.9	76
17	Spiral and conformal cooling in plastic injection molding. CAD Computer Aided Design, 2015, 63, 1-11.	1.4	74
18	Space-time topology optimization for additive manufacturing. Structural and Multidisciplinary Optimization, 2020, 61, 1-18.	1.7	73

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19	Four-Dimensional Printing for Freeform Surfaces: Design Optimization of Origami and Kirigami Structures. Journal of Mechanical Design, Transactions of the ASME, 2015, 137, .	1.7	72
20	Compatibility in microstructural optimization for additive manufacturing. Additive Manufacturing, 2019, 26, 65-75.	1.7	72
21	Solid modeling of polyhedral objects by Layered Depth-Normal Images on the GPU. CAD Computer Aided Design, 2010, 42, 535-544.	1.4	68
22	Saliency-Preserving Slicing Optimization for Effective 3D Printing. Computer Graphics Forum, 2015, 34, 148-160.	1.8	63
23	RoboFDM: A robotic system for support-free fabrication using FDM. , 2017, , .		61
24	Flexible shape control for automatic resizing of apparel products. CAD Computer Aided Design, 2012, 44, 68-76.	1.4	60
25	Gradient based image completion by solving the Poisson equation. Computers and Graphics, 2007, 31, 119-126.	1.4	57
26	CurviSlicer. ACM Transactions on Graphics, 2019, 38, 1-11.	4.9	57
27	Exemplar-based statistical model for semantic parametric design of human body. Computers in Industry, 2010, 61, 541-549.	5.7	56
28	Improved Skeleton Tracking by Duplex Kinects: A Practical Approach for Real-Time Applications. Journal of Computing and Information Science in Engineering, 2013, 13, .	1.7	56
29	Volume Parameterization for Design Automation of Customized Free-Form Products. IEEE Transactions on Automation Science and Engineering, 2007, 4, 11-21.	3.4	55
30	Freeform surface flattening based on fitting a woven mesh model. CAD Computer Aided Design, 2005, 37, 799-814.	1.4	53
31	Uniform offsetting of polygonal model based on Layered Depth-Normal Images. CAD Computer Aided Design, 2011, 43, 31-46.	1.4	53
32	Research and application of machine learning for additive manufacturing. Additive Manufacturing, 2022, 52, 102691.	1.7	53
33	Virtual human modeling from photographs for garment industry. CAD Computer Aided Design, 2003, 35, 577-589.	1.4	52
34	Bilateral recovering of sharp edges on feature-insensitive sampled meshes. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 629-639.	2.9	52
35	Automatic PolyCube-Maps. , 2008, , 3-16.		50
36	Fast Intersection-Free Offset Surface Generation From Freeform Models With Triangular Meshes. IEEE Transactions on Automation Science and Engineering, 2011, 8, 347-360.	3.4	50

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37	Challenges and Status on Design and Computation for Emerging Additive Manufacturing Technologies. Journal of Computing and Information Science in Engineering, 2019, 19, .	1.7	50
38	Fast Query for Exemplar-Based Image Completion. IEEE Transactions on Image Processing, 2010, 19, 3106-3115.	6.0	48
39	Isogeometric computation reuse method for complex objects with topology-consistent volumetric parameterization. CAD Computer Aided Design, 2017, 91, 1-13.	1.4	48
40	Adaptive slicing based on efficient profile analysis. CAD Computer Aided Design, 2019, 107, 89-101.	1.4	48
41	Achieving developability of a polygonal surface by minimum deformation: a study of global and local optimization approaches. Visual Computer, 2004, 20, 521-539.	2.5	46
42	General Support-Effective Decomposition for Multi-Directional 3-D Printing. IEEE Transactions on Automation Science and Engineering, 2020, 17, 599-610.	3.4	46
43	Optimal Boundary Triangulations of an Interpolating Ruled Surface. Journal of Computing and Information Science in Engineering, 2005, 5, 291-301.	1.7	45
44	Plant Phenotyping by Deep-Learning-Based Planner for Multi-Robots. IEEE Robotics and Automation Letters, 2019, 4, 3113-3120.	3.3	42
45	Interactive Control of Large-Crowd Navigation in Virtual Environments Using Vector Fields. IEEE Computer Graphics and Applications, 2008, 28, 37-46.	1.0	41
46	GPU-based offset surface computation using point samples. CAD Computer Aided Design, 2013, 45, 321-330.	1.4	41
47	Modeling Developable Folds on a Strip. Journal of Computing and Information Science in Engineering, 2005, 5, 35-47.	1.7	40
48	Towards flattenable mesh surfaces. CAD Computer Aided Design, 2008, 40, 109-122.	1.4	39
49	Efficient Optimization of Common Base Domains for Cross Parameterization. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1678-1692.	2.9	39
50	Approximate Boolean Operations on Large Polyhedral Solids with Partial Mesh Reconstruction. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 836-849.	2.9	37
51	Intersection-Free and Topologically Faithful Slicing of Implicit Solid. Journal of Computing and Information Science in Engineering, 2013, 13, .	1.7	37
52	Computer aided geometric design of strip using developable Bézier patches. Computers in Industry, 2008, 59, 601-611.	5.7	36
53	Quasi-interpolation for surface reconstruction from scattered data with radial basis function. Computer Aided Geometric Design, 2012, 29, 435-447.	0.5	36
54	Towards Behavior Design of a 3D-Printed Soft Robotic Hand. Biosystems and Biorobotics, 2017, , 23-29.	0.2	36

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55	Kinematics of Soft Robots by Geometric Computing. IEEE Transactions on Robotics, 2020, 36, 1272-1286.	7.3	36
56	Computing Length-Preserved Free Boundary for Quasi-Developable Mesh Segmentation. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 25-36.	2.9	35
57	Orienting unorganized points for surface reconstruction. Computers and Graphics, 2010, 34, 209-218.	1.4	35
58	Bas-Relief Modeling from Normal Layers. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1651-1665.	2.9	35
59	Iterative Consolidation of Unorganized Point Clouds. IEEE Computer Graphics and Applications, 2012, 32, 70-83.	1.0	34
60	Support-Free Hollowing. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2787-2798.	2.9	34
61	Planning Jerk-Optimized Trajectory With Discrete Time Constraints for Redundant Robots. IEEE Transactions on Automation Science and Engineering, 2020, 17, 1711-1724.	3.4	33
62	Thickening freeform surfaces for solid fabrication. Rapid Prototyping Journal, 2013, 19, 395-406.	1.6	31
63	Coarse-to-Fine Normal Filtering for Feature-Preserving Mesh Denoising Based on Isotropic Subneighborhoods. Computer Graphics Forum, 2013, 32, 371-380.	1.8	31
64	A closed-form formulation of HRBF-based surface reconstruction by approximate solution. CAD Computer Aided Design, 2016, 78, 147-157.	1.4	31
65	Surface-from-Gradients: An Approach Based on Discrete Geometry Processing. , 2014, , .		29
66	A Framework for Adaptive Width Control of Dense Contour-Parallel Toolpaths in Fused Deposition Modeling. CAD Computer Aided Design, 2020, 128, 102907.	1.4	29
67	From Designing Products to Fabricating Them from Planar Materials. IEEE Computer Graphics and Applications, 2010, 30, 74-85.	1.0	28
68	Pattern computation for compression garment by a physical/geometric approach. CAD Computer Aided Design, 2010, 42, 78-86.	1.4	28
69	Photometric stereo with near point lighting: A solution by mesh deformation. , 2015, , .		28
70	Large area and flexible micro-porous piezoelectric materials for soft robotic skin. Sensors and Actuators A: Physical, 2017, 263, 554-562.	2.0	28
71	CrossFill: Foam Structures with Graded Density for Continuous Material Extrusion. CAD Computer Aided Design, 2019, 114, 37-50.	1.4	28
72	Reduce the stretch in surface flattening by finding cutting paths to the surface boundary. CAD Computer Aided Design, 2004, 36, 665-677.	1.4	26

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73	Styling Evolution for Tight-Fitting Garments. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1580-1591.	2.9	26
74	Nonsmooth Developable Geometry for Interactively Animating Paper Crumpling. ACM Transactions on Graphics, 2015, 35, 1-18.	4.9	25
75	Energy-Efficient Coverage Path Planning for General Terrain Surfaces. IEEE Robotics and Automation Letters, 2019, 4, 2584-2591.	3.3	24
76	Fast energy-based surface wrinkle modeling. Computers and Graphics, 2006, 30, 111-125.	1.4	23
77	Parallel and efficient Boolean on polygonal solids. Visual Computer, 2011, 27, 507-517.	2.5	23
78	An integrated CNC accumulation system for automatic building-around-inserts. Journal of Manufacturing Processes, 2013, 15, 432-443.	2.8	23
79	Fuzzy Part Family Formation Based on Grey Relational Analysis. International Journal of Advanced Manufacturing Technology, 2001, 18, 128-132.	1.5	22
80	Incremental reconstruction of sharp edges on mesh surfaces. CAD Computer Aided Design, 2006, 38, 689-702.	1.4	22
81	WireWarping: A fast surface flattening approach with length-preserved feature curves. CAD Computer Aided Design, 2008, 40, 381-395.	1.4	22
82	Robust mesh reconstruction from unoriented noisy points. , 2009, , .		22
83	Data-Driven Bending Elasticity Design by Shell Thickness. Computer Graphics Forum, 2016, 35, 157-166.	1.8	22
84	Thermal-Comfort Design of Personalized Casts. , 2017, , .		22
85	CAD methods in garment design. CAD Computer Aided Design, 2005, 37, 583-584.	1.4	21
86	Voxel-Based Interactive Haptic Simulation of Dental Drilling. , 2009, , .		21
87	Bonding between silicones and thermoplastics using 3D printed mechanical interlocking. Materials and Design, 2020, 186, 108254.	3.3	21
88	Sensing and Reconstruction of 3-D Deformation on Pneumatic Soft Robots. IEEE/ASME Transactions on Mechatronics, 2021, 26, 1877-1885.	3.7	21
89	A multi-axis robot-based bioprinting system supporting natural cell function preservation and cardiac tissue fabrication. Bioactive Materials, 2022, 18, 138-150.	8.6	21
90	Computing on rays: A parallel approach for surface mesh modeling from multi-material volumetric data. Computers in Industry, 2011, 62, 660-671.	5.7	20

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91	Multi-dimensional dynamic programming in ruled surface fitting. CAD Computer Aided Design, 2014, 51, 39-49.	1.4	20
92	Support-free frame structures. Computers and Graphics, 2017, 66, 154-161.	1.4	20
93	CyberTape: an interactive measurement tool on polyhedral surface. Computers and Graphics, 2004, 28, 731-745.	1.4	19
94	Volumetric template fitting for human body reconstruction from incomplete data. Journal of Manufacturing Systems, 2014, 33, 678-689.	7.6	19
95	Design of 3D Wireless Power Transfer System Based on 3D Printed Electronics. IEEE Access, 2019, 7, 94793-94805.	2.6	19
96	Color-Based Proprioception of Soft Actuators Interacting With Objects. IEEE/ASME Transactions on Mechatronics, 2019, 24, 1964-1973.	3.7	19
97	Ellipsoid-tree construction for solid objects. , 2007, , .		18
98	Mesh Composition on Models with Arbitrary Boundary Topology. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 653-665.	2.9	18
99	Freeform extrusion by sketched input. Computers and Graphics, 2003, 27, 255-263.	1.4	17
100	Duplex fitting of zero-level and offset surfaces. CAD Computer Aided Design, 2009, 41, 268-281.	1.4	17
101	Toward Stable and Realistic Haptic Interaction for Tooth Preparation Simulation. Journal of Computing and Information Science in Engineering, 2010, 10, .	1.7	17
102	Pedalvatar: An IMU-based real-time body motion capture system using foot rooted kinematic model. , 2014, , .		17
103	Multiregion Segmentation Based on Compact Shape Prior. IEEE Transactions on Automation Science and Engineering, 2015, 12, 1047-1058.	3.4	17
104	STL-free design and manufacturing paradigm for high-precision powder bed fusion. CIRP Annals - Manufacturing Technology, 2021, 70, 167-170.	1.7	17
105	Woven model based geometric design of elastic medical braces. CAD Computer Aided Design, 2007, 39, 69-79.	1.4	16
106	Plausible cloth animation using dynamic bending model. Progress in Natural Science: Materials International, 2008, 18, 879-885.	1.8	16
107	WireWarping++: Robust and Flexible Surface Flattening With Length Control. IEEE Transactions on Automation Science and Engineering, 2011, 8, 205-215.	3.4	16
108	Bending-Invariant Correspondence Matching on 3-D Human Bodies for Feature Point Extraction. IEEE Transactions on Automation Science and Engineering, 2011, 8, 805-814.	3.4	15

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109	Efficient Boundary Extraction of BSP Solids Based on Clipping Operations. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 16-29.	2.9	15
110	Regulating complex geometries using layered depth-normal images for rapid prototyping and manufacturing. Rapid Prototyping Journal, 2013, 19, 253-268.	1.6	15
111	A unified framework for isotropic meshing based on narrow-band Euclidean distance transformation. Computational Visual Media, 2015, 1, 239-251.	10.8	15
112	Reducing Out-of-Plane Deformation of Soft Robotic Actuators for Stable Grasping. , 2019, , .		15
113	Interactive Image Inpainting Using DCT Based Exemplar Matching. Lecture Notes in Computer Science, 2009, , 709-718.	1.0	15
114	Efficient Jacobian-Based Inverse Kinematics With Sim-to-Real Transfer of Soft Robots by Learning. IEEE/ASME Transactions on Mechatronics, 2022, 27, 5296-5306.	3.7	15
115	On increasing the developability of a trimmed NURBS surface. Engineering With Computers, 2004, 20, 54-64.	3.5	14
116	Non-self-overlapping Hermite interpolation mapping: a practical solution for structured quadrilateral meshing. CAD Computer Aided Design, 2005, 37, 271-283.	1.4	14
117	Constructing common base domain by cues from Voronoi diagram. Graphical Models, 2012, 74, 152-163.	1.1	14
118	Rope caging and grasping. , 2016, , .		14
119	Delta DLP 3-D Printing of Large Models. IEEE Transactions on Automation Science and Engineering, 2018, 15, 1193-1204.	3.4	14
120	LineUp. ACM Transactions on Graphics, 2019, 38, 1-16.	4.9	14
121	Algebraic grid generation on trimmed parametric surface using non-self-overlapping planar Coons patch. International Journal for Numerical Methods in Engineering, 2004, 60, 1259-1286.	1.5	13
122	Direct extraction of surface meshes from implicitly represented heterogeneous volumes. CAD Computer Aided Design, 2007, 39, 35-50.	1.4	13
123	Generating sparse self-supporting wireframe models for 3D printing using mesh simplification. Graphical Models, 2018, 98, 14-23.	1.1	13
124	Mesh-Based Computation for Solving Photometric Stereo With Near Point Lighting. IEEE Computer Graphics and Applications, 2019, 39, 73-85.	1.0	13
125	Singularity-Aware Motion Planning for Multi-Axis Additive Manufacturing. IEEE Robotics and Automation Letters, 2021, 6, 6172-6179.	3.3	13
126	Shear buckling and dynamic bending in cloth simulation. Computer Animation and Virtual Worlds, 2008, 19, 493-503.	0.7	12

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127	Conservative Sampling of Solids in Image Space. IEEE Computer Graphics and Applications, 2013, 33, 32-43.	1.0	12
128	Geometry-based Direct Simulation for Multi-Material Soft Robots. , 2018, , .		12
129	Computational design of fabric formwork. ACM Transactions on Graphics, 2019, 38, 1-13.	4.9	12
130	Interactive Partitioning of 3D Models into Printable Parts. IEEE Computer Graphics and Applications, 2018, 38, 38-53.	1.0	11
131	Field-Based Toolpath Generation for 3D Printing Continuous Fibre Reinforced Thermoplastic Composites. Additive Manufacturing, 2022, 49, 102470.	1.7	11
132	Mesh fusion using functional blending on topologically incompatible sections. Visual Computer, 2006, 22, 266-275.	2.5	10
133	Ellipsoidal-blob approximation of 3D models and its applications. Computers and Graphics, 2007, 31, 243-251.	1.4	10
134	Optimal fitting of strain-controlled flattenable mesh surfaces. International Journal of Advanced Manufacturing Technology, 2016, 87, 2873-2887.	1.5	10
135	Blob-based liquid morphing. Computer Animation and Virtual Worlds, 2005, 16, 391-403.	0.7	9
136	MINIMUM AREA CONVEX PACKING OF TWO CONVEX POLYGONS. International Journal of Computational Geometry and Applications, 2006, 16, 41-74.	0.3	9
137	Layer Depth-Normal Images for Complex Geometries: Part One " Accurate Modeling and Adaptive Sampling. , 2008, , .		9
138	Delta DLP 3D printing with large size. , 2016, , .		9
139	Color-Based Sensing of Bending Deformation on Soft Robots. , 2018, , .		9
140	Propagated mesh normal filtering. Computers and Graphics, 2018, 74, 119-125.	1.4	9
141	Feature-based 3D non-manifold freeform object construction. Engineering With Computers, 2003, 19, 174-190.	3.5	8
142	Layered Depth-Normal Images for Complex Geometries: Part Two " Manifold-Preserved Adaptive Contouring. , 2008, , .		8
143	Highly Parallel Algorithms for Visual-Perception-Guided Surface Remeshing. IEEE Computer Graphics and Applications, 2014, 34, 52-64.	1.0	8
144	Upright orientation of 3D shapes via tensor rank minimization. Journal of Mechanical Science and Technology, 2014, 28, 2469-2477.	0.7	8

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145	Shape optimization for human-centric products with standardized components. CAD Computer Aided Design, 2014, 52, 40-50.	1.4	8
146	Mesh Denoising via a Novel Mumfordâ€“Shah Framework. CAD Computer Aided Design, 2020, 126, 102858.	1.4	8
147	HRBF-Fusion: Accurate 3D Reconstruction from RGB-D Data Using On-the-fly Implicits. ACM Transactions on Graphics, 2022, 41, 1-19.	4.9	8
148	Aberration-free large-area stitch-free 3D nano-printing based on binary holography. Optics Express, 2021, 29, 44250.	1.7	8
149	Non-self-overlapping structured grid generation on ann-sided surface. International Journal for Numerical Methods in Fluids, 2004, 46, 961-982.	0.9	7
150	Developable Triangulations of a Strip. Computer-Aided Design and Applications, 2005, 2, 233-242.	0.4	7
151	Interactive control of real-time crowd navigation in virtual environment. , 2007, , .		7
152	Efficient and Stable Simulation of Cloth Undergoing Large Rotations. Computing in Science and Engineering, 2008, 10, 30-40.	1.2	7
153	Cross section-based hollowing and structural enhancement. Visual Computer, 2017, 33, 949-960.	2.5	7
154	Learning to Accelerate Decomposition for Multi-Directional 3D Printing. IEEE Robotics and Automation Letters, 2020, 5, 5897-5904.	3.3	7
155	Supporting Biomimetic Design Through Categorization of Natural-Language Keyword-Search Results. , 2009, , .		6
156	Domain construction for volumetric cross-parameterization. Computers and Graphics, 2014, 38, 86-96.	1.4	6
157	Steering micro-robotic swarm by dynamic actuating fields. , 2016, , .		6
158	Volume and complexity bounded simplification of solid model represented by binary space partition. , 2010, , .		6
159	Organic Open-cell Porous Structure Modeling. , 2020, , .		6
160	CAD Tools in Fashion/Garment Design. Computer-Aided Design and Applications, 2004, 1, 53-62.	0.4	5
161	Duplicate-skins for compatible mesh modelling. , 2006, , .		5
162	A least-norm approach to flattenable mesh surface processing. , 2008, , .		5

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163	Flattenable Mesh Surface Fitting on Boundary Curves. Journal of Computing and Information Science in Engineering, 2008, 8, .	1.7	5
164	Fusion of disconnected mesh components with branching shapes. Visual Computer, 2010, 26, 1017-1025.	2.5	5
165	Localized construction of curved surfaces from polygon meshes: A simple and practical approach on GPU. CAD Computer Aided Design, 2011, 43, 573-585.	1.4	5
166	Deformation with enforced metrics on length, area and volume. Computer Graphics Forum, 2014, 33, 429-438.	1.8	5
167	Computing stable contact interface for customized surgical jigs. , 2015, , .		5
168	ITIL: Interlaced Topologically Interlocking Lattice for continuous dual-material extrusion. Additive Manufacturing, 2022, 50, 102495.	1.7	5
169	IGA-Reuse-NET: A deep-learning-based isogeometric analysis-reuse approach with topology-consistent parameterization. Computer Aided Geometric Design, 2022, 95, 102087.	0.5	5
170	Soft Robotic Mannequin: Design and Algorithm for Deformation Control. IEEE/ASME Transactions on Mechatronics, 2022, 27, 1820-1828.	3.7	5
171	A Generic Algorithm for Mesh Optimisation. International Journal of Advanced Manufacturing Technology, 2001, 18, 739-744.	1.5	4
172	Extracting Manifold and Feature-Enhanced Mesh Surfaces From Binary Volumes. Journal of Computing and Information Science in Engineering, 2008, 8, .	1.7	4
173	Contouring of Structured Points With Small Features. , 2010, , .		4
174	GPU-Based Super-union for Minkowski Sum. Computer-Aided Design and Applications, 2013, 10, 475-487.	0.4	4
175	Direct computation of minimal rotation for support slimming. , 2015, , .		4
176	EasySRRobot: An easy-to-build self-reconfigurable robot with optimized design. , 2017, , .		4
177	Knitting 4D garments with elasticity controlled for body motion. ACM Transactions on Graphics, 2021, 40, 1-16.	4.9	4
178	Sketch Based Mesh Fusion. Lecture Notes in Computer Science, 2006, , 90-101.	1.0	4
179	An Accelerated BEM Approach for the Simulation of Deformable Objects. Computer-Aided Design and Applications, 2006, 3, 761-769.	0.4	3
180	Water Wave Animation on Mesh Surfaces. Computing in Science and Engineering, 2006, 8, 81-87.	1.2	3

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181	Optimal Quadrangulation of a Strip for Flank Milling. Computer-Aided Design and Applications, 2008, 5, 307-315.	0.4	3
182	Fireworks controller. Computer Animation and Virtual Worlds, 2009, 20, 185-194.	0.7	3
183	A note on least-norm solution of global WireWarping. CAD Computer Aided Design, 2009, 41, 695-698.	1.4	3
184	Strip approximation with Bézier patches in conical form for design and manufacturing of developable materials. International Journal of Computer Integrated Manufacturing, 2011, 24, 269-284.	2.9	3
185	Progressive segmentation for MRR-based feed-rate optimization in CNC machining. , 2015, , .		3
186	Smooth geometry generation in additive manufacturing file format: problem study and new formulation. Rapid Prototyping Journal, 2017, 23, 34-43.	1.6	3
187	Motion Imitation Based on Sparsely Sampled Correspondence. Journal of Computing and Information Science in Engineering, 2017, 17, .	1.7	3
188	3D Printed Electronics: Opportunities and Challenges From Case Studies. , 2017, , .		3
189	Fast Generation of High-Fidelity RGB-D Images by Deep Learning With Adaptive Convolution. IEEE Transactions on Automation Science and Engineering, 2021, 18, 1328-1340.	3.4	3
190	Target Shape Controlled Cloud Animation. Lecture Notes in Computer Science, 2006, , 578-585.	1.0	3
191	Concise and Effective Network for 3D Human Modeling From Orthogonal Silhouettes. Journal of Computing and Information Science in Engineering, 2022, 22, .	1.7	3
192	Fitting a Woven Fabric Model onto a Surface Based on Energy Minimization. Computer-Aided Design and Applications, 2004, 1, 197-206.	0.4	2
193	Pattern computation for compression garment. , 2008, , .		2
194	Smooth force rendering on coarse polygonal meshes. Computer Animation and Virtual Worlds, 2010, 21, 235-244.	0.7	2
195	Soft products development. Computers in Industry, 2010, 61, 511-512.	5.7	2
196	Self-Intersection Free and Topologically Faithful Slicing of Implicit Solid. , 2011, , .		2
197	Shape Acquiring and Editing through an Augmented Reality based Computer-aided Design System. Computer-Aided Design and Applications, 2015, 12, 683-692.	0.4	2
198	Geometric Analysis and Computation Using Layered Depth-Normal Images for Three-Dimensional Microfabrication. , 2016, , 119-147.		2

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199	Interactive Partitioning of 3D Models into Printable Parts. IEEE Computer Graphics and Applications, 2018, , 1-1.	1.0	2
200	Efficient C2-Weighting for Image Warping. IEEE Computer Graphics and Applications, 2018, 38, 59-76.	1.0	2
201	Data-Driven Human Modeling by Sparse Representation. CAD Computer Aided Design, 2020, 128, 102913.	1.4	2
202	Detail-Preserving Shape Unfolding. Sensors, 2021, 21, 1187.	2.1	2
203	Sketch Based Mesh Extrusion With Remeshing Techniques. , 2001, , .		2
204	Mesh Fitting Based 3D Character Modeling. Lecture Notes in Computer Science, 2006, , 861-872.	1.0	2
205	Topology optimization based channel design for powder-bed additive manufacturing. Additive Manufacturing, 2022, 54, 102717.	1.7	2
206	Strip Approximation Using Developable Bézier Patches: A Local Optimization Approach. Computer-Aided Design and Applications, 2007, 4, 807-816.	0.4	1
207	Coherent spherical range-search for dynamic points on GPUs. CAD Computer Aided Design, 2017, 86, 12-25.	1.4	1
208	View-Dependent Deformation With Sketching Input. , 2001, , .		1
209	Two-Dimensional Trimmed Surface Development Using a Physics-Based Model. , 1999, , .		1
210	Length-preserved Natural Boundary for Intrinsic Parameterization. , 0, , .		0
211	Approximating solid objects by ellipsoid-tree. , 2009, , .		0
212	Flattenable Mesh Processing by Controllable Laplacian Evolution. , 2010, , .		0
213	Recent technology in design and manufacturing automation. International Journal of Computer Integrated Manufacturing, 2013, 26, 895-896.	2.9	0
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