Charlie C L Wang

List of Publications by Year
in descending order

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	ITIL: Interlaced Topologically Interlocking Lattice for continuous dual-material extrusion. Additive Manufacturing, 2022, 50, 102495.	1.7	5
2	Field-Based Toolpath Generation for 3D Printing Continuous Fibre Reinforced Thermoplastic Composites. Additive Manufacturing, 2022, 49, 102470.	1.7	11
3	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
4	Concise and Effective Network for 3D Human Modeling From Orthogonal Silhouettes. Journal of Computing and Information Science in Engineering, 2022, 22, .	1.7	3
5	Research and application of machine learning for additive manufacturing. Additive Manufacturing, 2022, 52, 102691.	1.7	53
6	Topology optimization based channel design for powder-bed additive manufacturing. Additive Manufacturing, 2022, 54, 102717.	1.7	2
7	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
8	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
9	Soft Robotic Mannequin: Design and Algorithm for Deformation Control. IEEE/ASME Transactions on Mechatronics, 2022, 27, 1820-1828.	3.7	5
10	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
11	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
12	Design and Optimization of Conforming Lattice Structures. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 43-56.	2.9	96
13	STL-free design and manufacturing paradigm for high-precision powder bed fusion. CIRP Annals - Manufacturing Technology, 2021, 70, 167-170.	1.7	17
14	Detail-Preserving Shape Unfolding. Sensors, 2021, 21, 1187.	2.1	2
15	Sensing and Reconstruction of 3-D Deformation on Pneumatic Soft Robots. IEEE/ASME Transactions on Mechatronics, 2021, 26, 1877-1885.	3.7	21
16	Knitting 4D garments with elasticity controlled for body motion. ACM Transactions on Graphics, 2021, 40, 1-16.	4.9	4
17	Knitting 4D garments with elasticity controlled for body motion. ACM Transactions on Graphics, 2021, 40, 1-16.	4.9	0
18	Singularity-Aware Motion Planning for Multi-Axis Additive Manufacturing. IEEE Robotics and Automation Letters, 2021, 6, 6172-6179.	3.3	13

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19	Aberration-free large-area stitch-free 3D nano-printing based on binary holography. Optics Express, 2021, 29, 44250.	1.7	8
20	Bonding between silicones and thermoplastics using 3D printed mechanical interlocking. Materials and Design, 2020, 186, 108254.	3.3	21
21	General Support-Effective Decomposition for Multi-Directional 3-D Printing. IEEE Transactions on Automation Science and Engineering, 2020, 17, 599-610.	3.4	46
22	Geometric analysis and computation using layered depth-normal images for three-dimensional microfabrication. , 2020, , 271-302.		0
23	Space-time topology optimization for additive manufacturing. Structural and Multidisciplinary Optimization, 2020, 61, 1-18.	1.7	73
24	Data-Driven Human Modeling by Sparse Representation. CAD Computer Aided Design, 2020, 128, 102913.	1.4	2
25	Learning to Accelerate Decomposition for Multi-Directional 3D Printing. IEEE Robotics and Automation Letters, 2020, 5, 5897-5904.	3.3	7
26	Mesh Denoising via a Novel Mumfordâ€“Shah Framework. CAD Computer Aided Design, 2020, 126, 102858.	1.4	8
27	Kinematics of Soft Robots by Geometric Computing. IEEE Transactions on Robotics, 2020, 36, 1272-1286.	7.3	36
28	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
29	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
30	Reinforced FDM. ACM Transactions on Graphics, 2020, 39, 1-15.	4.9	76
31	Organic Open-cell Porous Structure Modeling. , 2020, , .		6
32	Reducing Out-of-Plane Deformation of Soft Robotic Actuators for Stable Grasping. , 2019, , .		15
33	CurviSlicer. ACM Transactions on Graphics, 2019, 38, 1-11.	4.9	57
34	Plant Phenotyping by Deep-Learning-Based Planner for Multi-Robots. IEEE Robotics and Automation Letters, 2019, 4, 3113-3120.	3.3	42
35	Computational design of fabric formwork. ACM Transactions on Graphics, 2019, 38, 1-13.	4.9	12
36	Design of 3D Wireless Power Transfer System Based on 3D Printed Electronics. IEEE Access, 2019, 7, 94793-94805.	2.6	19

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37	A Learning-Based Approach for Perceptual Models of Preference. Lecture Notes in Computer Science, 2019, , 328-339.	1.0	0
38	Color-Based Proprioception of Soft Actuators Interacting With Objects. IEEE/ASME Transactions on Mechatronics, 2019, 24, 1964-1973.	3.7	19
39	LineUp. ACM Transactions on Graphics, 2019, 38, 1-16.	4.9	14
40	CrossFill: Foam Structures with Graded Density for Continuous Material Extrusion. CAD Computer Aided Design, 2019, 114, 37-50.	1.4	28
41	Mesh-Based Computation for Solving Photometric Stereo With Near Point Lighting. IEEE Computer Graphics and Applications, 2019, 39, 73-85.	1.0	13
42	Energy-Efficient Coverage Path Planning for General Terrain Surfaces. IEEE Robotics and Automation Letters, 2019, 4, 2584-2591.	3.3	24
43	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
44	Compatibility in microstructural optimization for additive manufacturing. Additive Manufacturing, 2019, 26, 65-75.	1.7	72
45	Adaptive slicing based on efficient profile analysis. CAD Computer Aided Design, 2019, 107, 89-101.	1.4	48
46	Bas-Relief Modeling from Normal Layers. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1651-1665.	2.9	35
47	Support-Free Hollowing. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2787-2798.	2.9	34
48	Delta DLP 3-D Printing of Large Models. IEEE Transactions on Automation Science and Engineering, 2018, 15, 1193-1204.	3.4	14
49	Interactive Partitioning of 3D Models into Printable Parts. IEEE Computer Graphics and Applications, 2018, , 1-1.	1.0	2
50	Geometry-based Direct Simulation for Multi-Material Soft Robots. , 2018, , .		12
51	Color-Based Sensing of Bending Deformation on Soft Robots. , 2018, , .		9
52	Propagated mesh normal filtering. Computers and Graphics, 2018, 74, 119-125.	1.4	9
53	Generating sparse self-supporting wireframe models for 3D printing using mesh simplification. Graphical Models, 2018, 98, 14-23.	1.1	13
54	Interactive Partitioning of 3D Models into Printable Parts. IEEE Computer Graphics and Applications, 2018, 38, 38-53.	1.0	11

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55	Support-free volume printing by multi-axis motion. ACM Transactions on Graphics, 2018, 37, 1-14.	4.9	137
56	Efficient C2-Weighting for Image Warping. IEEE Computer Graphics and Applications, 2018, 38, 59-76.	1.0	2
57	Current and future trends in topology optimization for additive manufacturing. Structural and Multidisciplinary Optimization, 2018, 57, 2457-2483.	1.7	533
58	Smooth geometry generation in additive manufacturing file format: problem study and new formulation. Rapid Prototyping Journal, 2017, 23, 34-43.	1.6	3
59	Coherent spherical range-search for dynamic points on GPUs. CAD Computer Aided Design, 2017, 86, 12-25.	1.4	1
60	Isogeometric computation reuse method for complex objects with topology-consistent volumetric parameterization. CAD Computer Aided Design, 2017, 91, 1-13.	1.4	48
61	Cross section-based hollowing and structural enhancement. Visual Computer, 2017, 33, 949-960.	2.5	7
62	Support-free frame structures. Computers and Graphics, 2017, 66, 154-161.	1.4	20
63	Large area and flexible micro-porous piezoelectric materials for soft robotic skin. Sensors and Actuators A: Physical, 2017, 263, 554-562.	2.0	28
64	RoboFDM: A robotic system for support-free fabrication using FDM. , 2017, , .		61
65	Motion Imitation Based on Sparsely Sampled Correspondence. Journal of Computing and Information Science in Engineering, 2017, 17, .	1.7	3
66	3D Printed Electronics: Opportunities and Challenges From Case Studies. , 2017, , .		3
67	Towards Behavior Design of a 3D-Printed Soft Robotic Hand. Biosystems and Biorobotics, 2017, , 23-29.	0.2	36
68	Thermal-Comfort Design of Personalized Casts. , 2017, , .		22
69	EasySRRobot: An easy-to-build self-reconfigurable robot with optimized design. , 2017, , .		4
70	Rope caging and grasping. , 2016, , .		14
71	Delta DLP 3D printing with large size. , 2016, , .		9
72	RoboDLP. , 2016, , .		0

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73	Optimal fitting of strain-controlled flattenable mesh surfaces. International Journal of Advanced Manufacturing Technology, 2016, 87, 2873-2887.	1.5	10
74	Dataâ€Driven Bending Elasticity Design by Shell Thickness. Computer Graphics Forum, 2016, 35, 157-166.	1.8	22
75	Self-supporting rhombic infill structures for additive manufacturing. CAD Computer Aided Design, 2016, 80, 32-42.	1.4	140
76	A closed-form formulation of HRBF-based surface reconstruction by approximate solution. CAD Computer Aided Design, 2016, 78, 147-157.	1.4	31
77	Steering micro-robotic swarm by dynamic actuating fields. , 2016, , .		6
78	Styling Evolution for Tight-Fitting Garments. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1580-1591.	2.9	26
79	Geometric Analysis and Computation Using Layered Depth-Normal Images for Three-Dimensional Microfabrication. , 2016, , 119-147.		2
80	A unified framework for isotropic meshing based on narrow-band Euclidean distance transformation. Computational Visual Media, 2015, 1, 239-251.	10.8	15
81	Progressive segmentation for MRR-based feed-rate optimization in CNC machining. , 2015, , .		3
82	Saliencyâ€Preserving Slicing Optimization for Effective 3D Printing. Computer Graphics Forum, 2015, 34, 148-160.	1.8	63
83	Computing stable contact interface for customized surgical jigs. , 2015, , .		5
84	Photometric stereo with near point lighting: A solution by mesh deformation. , 2015, , .		28
85	Direct computation of minimal rotation for support slimming. , 2015, , .		4
86	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
87	Perceptual models of preference in 3D printing direction. ACM Transactions on Graphics, 2015, 34, 1-12.	4.9	101
88	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
89	Spiral and conformal cooling in plastic injection molding. CAD Computer Aided Design, 2015, 63, 1-11.	1.4	74
90	The status, challenges, and future of additive manufacturing in engineering. CAD Computer Aided Design, 2015, 69, 65-89.	1.4	1,725

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91	Support slimming for single material based additive manufacturing. CAD Computer Aided Design, 2015, 65, 1-10.	1.4	129
92	Multiregion Segmentation Based on Compact Shape Prior. IEEE Transactions on Automation Science and Engineering, 2015, 12, 1047-1058.	3.4	17
93	Nonsmooth Developable Geometry for Interactively Animating Paper Crumpling. ACM Transactions on Graphics, 2015, 35, 1-18.	4.9	25
94	Pedalvatar: An IMU-based real-time body motion capture system using foot rooted kinematic model. , 2014, , .		17
95	Volumetric template fitting for human body reconstruction from incomplete data. Journal of Manufacturing Systems, 2014, 33, 678-689.	7.6	19
96	Domain construction for volumetric cross-parameterization. Computers and Graphics, 2014, 38, 86-96.	1.4	6
97	Highly Parallel Algorithms for Visual-Perception-Guided Surface Remeshing. IEEE Computer Graphics and Applications, 2014, 34, 52-64.	1.0	8
98	Surface-from-Gradients: An Approach Based on Discrete Geometry Processing. , 2014, , .		29
99	Upright orientation of 3D shapes via tensor rank minimization. Journal of Mechanical Science and Technology, 2014, 28, 2469-2477.	0.7	8
100	Multi-dimensional dynamic programming in ruled surface fitting. CAD Computer Aided Design, 2014, 51, 39-49.	1.4	20
101	Deformation with enforced metrics on length, area and volume. Computer Graphics Forum, 2014, 33, 429-438.	1.8	5
102	Shape optimization for human-centric products with standardized components. CAD Computer Aided Design, 2014, 52, 40-50.	1.4	8
103	Conservative Sampling of Solids in Image Space. IEEE Computer Graphics and Applications, 2013, 33, 32-43.	1.0	12
104	Efficient Boundary Extraction of BSP Solids Based on Clipping Operations. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 16-29.	2.9	15
105	GPU-based offset surface computation using point samples. CAD Computer Aided Design, 2013, 45, 321-330.	1.4	41
106	An integrated CNC accumulation system for automatic building-around-inserts. Journal of Manufacturing Processes, 2013, 15, 432-443.	2.8	23
107	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
108	Thickening freeform surfaces for solid fabrication. Rapid Prototyping Journal, 2013, 19, 395-406.	1.6	31

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109	Regulating complex geometries using layered depthâ€normal images for rapid prototyping and manufacturing. Rapid Prototyping Journal, 2013, 19, 253-268.	1.6	15
110	GPU-Based Super-union for Minkowski Sum. Computer-Aided Design and Applications, 2013, 10, 475-487.	0.4	4
111	Recent technology in design and manufacturing automation. International Journal of Computer Integrated Manufacturing, 2013, 26, 895-896.	2.9	0
112	Cost-effective printing of 3D objects with skin-frame structures. ACM Transactions on Graphics, 2013, 32, 1-10.	4.9	158
113	Coarseâ€toâ€Fine Normal Filtering for Featureâ€Preserving Mesh Denoising Based on Isotropic Subneighborhoods. Computer Graphics Forum, 2013, 32, 371-380.	1.8	31
114	Intersection-Free and Topologically Faithful Slicing of Implicit Solid. Journal of Computing and Information Science in Engineering, 2013, 13, .	1.7	37
115	Efficient Optimization of Common Base Domains for Cross Parameterization. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1678-1692.	2.9	39
116	Constructing common base domain by cues from Voronoi diagram. Graphical Models, 2012, 74, 152-163.	1.1	14
117	Flexible shape control for automatic resizing of apparel products. CAD Computer Aided Design, 2012, 44, 68-76.	1.4	60
118	Quasi-interpolation for surface reconstruction from scattered data with radial basis function. Computer Aided Geometric Design, 2012, 29, 435-447.	0.5	36
119	Iterative Consolidation of Unorganized Point Clouds. IEEE Computer Graphics and Applications, 2012, 32, 70-83.	1.0	34
120	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
121	Strip approximation with BÃ©zier patches in conical form for design and manufacturing of developable materials. International Journal of Computer Integrated Manufacturing, 2011, 24, 269-284.	2.9	3
122	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
123	Self-Intersection Free and Topologically Faithful Slicing of Implicit Solid. , 2011, , .		2
124	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
125	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
126	Parallel and efficient Boolean on polygonal solids. Visual Computer, 2011, 27, 507-517.	2.5	23

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127	Uniform offsetting of polygonal model based on Layered Depth-Normal Images. CAD Computer Aided Design, 2011, 43, 31-46.	1.4	53
128	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
129	Automatic design of conformal cooling circuits for rapid tooling. CAD Computer Aided Design, 2011, 43, 1001-1010.	1.4	118
130	WireWarping++: Robust and Flexible Surface Flattening With Length Control. IEEE Transactions on Automation Science and Engineering, 2011, 8, 205-215.	3.4	16
131	Contouring of Structured Points With Small Features. , 2010, , .		4
132	Flattenable Mesh Processing by Controllable Laplacian Evolution. , 2010, , .		0
133	Toward Stable and Realistic Haptic Interaction for Tooth Preparation Simulation. Journal of Computing and Information Science in Engineering, 2010, 10, .	1.7	17
134	Fusion of disconnected mesh components with branching shapes. Visual Computer, 2010, 26, 1017-1025.	2.5	5
135	From Designing Products to Fabricating Them from Planar Materials. IEEE Computer Graphics and Applications, 2010, 30, 74-85.	1.0	28
136	Orienting unorganized points for surface reconstruction. Computers and Graphics, 2010, 34, 209-218.	1.4	35
137	Smooth force rendering on coarse polygonal meshes. Computer Animation and Virtual Worlds, 2010, 21, 235-244.	0.7	2
138	Soft products development. Computers in Industry, 2010, 61, 511-512.	5.7	2
139	Exemplar-based statistical model for semantic parametric design of human body. Computers in Industry, 2010, 61, 541-549.	5.7	56
140	Pattern computation for compression garment by a physical/geometric approach. CAD Computer Aided Design, 2010, 42, 78-86.	1.4	28
141	Solid modeling of polyhedral objects by Layered Depth-Normal Images on the GPU. CAD Computer Aided Design, 2010, 42, 535-544.	1.4	68
142	Fast Query for Exemplar-Based Image Completion. IEEE Transactions on Image Processing, 2010, 19, 3106-3115.	6.0	48
143	Volume and complexity bounded simplification of solid model represented by binary space partition. , 2010, , .		6
144	Approximating solid objects by ellipsoid-tree. , 2009, , .		0

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145	Voxel-Based Interactive Haptic Simulation of Dental Drilling. , 2009, , .		21
146	Supporting Biomimetic Design Through Categorization of Natural-Language Keyword-Search Results. , 2009, , .		6
147	Robust mesh reconstruction from unoriented noisy points. , 2009, , .		22
148	Fireworks controller. Computer Animation and Virtual Worlds, 2009, 20, 185-194.	0.7	3
149	Duplex fitting of zero-level and offset surfaces. CAD Computer Aided Design, 2009, 41, 268-281.	1.4	17
150	A note on least-norm solution of global WireWarping. CAD Computer Aided Design, 2009, 41, 695-698.	1.4	3
151	Interactive Image Inpainting Using DCT Based Exemplar Matching. Lecture Notes in Computer Science, 2009, , 709-718.	1.0	15
152	A Highly Parallel Approach to Meshing Scattered Point Data. , 2009, , .		0
153	Shear buckling and dynamic bending in cloth simulation. Computer Animation and Virtual Worlds, 2008, 19, 493-503.	0.7	12
154	Computer aided geometric design of strip using developable BÃ©zier patches. Computers in Industry, 2008, 59, 601-611.	5.7	36
155	Towards flattenable mesh surfaces. CAD Computer Aided Design, 2008, 40, 109-122.	1.4	39
156	WireWarping: A fast surface flattening approach with length-preserved feature curves. CAD Computer Aided Design, 2008, 40, 381-395.	1.4	22
157	Plausible cloth animation using dynamic bending model. Progress in Natural Science: Materials International, 2008, 18, 879-885.	1.8	16
158	Efficient and Stable Simulation of Cloth Undergoing Large Rotations. Computing in Science and Engineering, 2008, 10, 30-40.	1.2	7
159	Pattern computation for compression garment. , 2008, , .		2
160	Automatic PolyCube-Maps. , 2008, , 3-16.		50
161	Computing Length-Preserved Free Boundary for Quasi-Developable Mesh Segmentation. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 25-36.	2.9	35
162	Mesh Composition on Models with Arbitrary Boundary Topology. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 653-665.	2.9	18

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163	Interactive Control of Large-Crowd Navigation in Virtual Environments Using Vector Fields. IEEE Computer Graphics and Applications, 2008, 28, 37-46.	1.0	41
164	A least-norm approach to flattenable mesh surface processing. , 2008, , .		5
165	Optimal Quadrangulation of a Strip for Flank Milling. Computer-Aided Design and Applications, 2008, 5, 307-315.	0.4	3
166	Layer Depth-Normal Images for Complex Geometries: Part One â€" Accurate Modeling and Adaptive Sampling. , 2008, , .		9
167	Flattenable Mesh Surface Fitting on Boundary Curves. Journal of Computing and Information Science in Engineering, 2008, 8, .	1.7	5
168	Extracting Manifold and Feature-Enhanced Mesh Surfaces From Binary Volumes. Journal of Computing and Information Science in Engineering, 2008, 8, .	1.7	4
169	Layered Depth-Normal Images for Complex Geometries: Part Two â€" Manifold-Preserved Adaptive Contouring. , 2008, , .		8
170	Interactive control of real-time crowd navigation in virtual environment. , 2007, , .		7
171	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
172	Ellipsoid-tree construction for solid objects. , 2007, , .		18
173	Volume Parameterization for Design Automation of Customized Free-Form Products. IEEE Transactions on Automation Science and Engineering, 2007, 4, 11-21.	3.4	55
174	Strip Approximation Using Developable BÃ©zier Patches: A Local Optimization Approach. Computer-Aided Design and Applications, 2007, 4, 807-816.	0.4	1
175	Direct extraction of surface meshes from implicitly represented heterogeneous volumes. CAD Computer Aided Design, 2007, 39, 35-50.	1.4	13
176	Woven model based geometric design of elastic medical braces. CAD Computer Aided Design, 2007, 39, 69-79.	1.4	16
177	Gradient based image completion by solving the Poisson equation. Computers and Graphics, 2007, 31, 119-126.	1.4	57
178	Ellipsoidal-blob approximation of 3D models and its applications. Computers and Graphics, 2007, 31, 243-251.	1.4	10
179	Correspondences Matching on 3D Mesh Models. , 2007, , .		0
180	Reconstruction of Mesh Surface With Sharp-Edges From Binary Volume Models. , 2007, , .		0

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181	An Accelerated BEM Approach for the Simulation of Deformable Objects. Computer-Aided Design and Applications, 2006, 3, 761-769.	0.4	3
182	Bilateral recovering of sharp edges on feature-insensitive sampled meshes. IEEE Transactions on Visualization and Computer Graphics, 2006, 12, 629-639.	2.9	52
183	Water Wave Animation on Mesh Surfaces. Computing in Science and Engineering, 2006, 8, 81-87.	1.2	3
184	Incremental reconstruction of sharp edges on mesh surfaces. CAD Computer Aided Design, 2006, 38, 689-702.	1.4	22
185	Mesh fusion using functional blending on topologically incompatible sections. Visual Computer, 2006, 22, 266-275.	2.5	10
186	Fast energy-based surface wrinkle modeling. Computers and Graphics, 2006, 30, 111-125.	1.4	23
187	Duplicate-skins for compatible mesh modelling. , 2006, , .		5
188	MINIMUM AREA CONVEX PACKING OF TWO CONVEX POLYGONS. International Journal of Computational Geometry and Applications, 2006, 16, 41-74.	0.3	9
189	Target Shape Controlled Cloud Animation. Lecture Notes in Computer Science, 2006, , 578-585.	1.0	3
190	Mesh Fitting Based 3D Character Modeling. Lecture Notes in Computer Science, 2006, , 861-872.	1.0	2
191	Sketch Based Mesh Fusion. Lecture Notes in Computer Science, 2006, , 90-101.	1.0	4
192	Optimal Boundary Triangulations of an Interpolating Ruled Surface. Journal of Computing and Information Science in Engineering, 2005, 5, 291-301.	1.7	45
193	Parameterization and parametric design of mannequins. CAD Computer Aided Design, 2005, 37, 83-98.	1.4	131
194	Non-self-overlapping Hermite interpolation mapping: a practical solution for structured quadrilateral meshing. CAD Computer Aided Design, 2005, 37, 271-283.	1.4	14
195	Design automation for customized apparel products. CAD Computer Aided Design, 2005, 37, 675-691.	1.4	111
196	Freeform surface flattening based on fitting a woven mesh model. CAD Computer Aided Design, 2005, 37, 799-814.	1.4	53
197	CAD methods in garment design. CAD Computer Aided Design, 2005, 37, 583-584.	1.4	21
198	Blob-based liquid morphing. Computer Animation and Virtual Worlds, 2005, 16, 391-403.	0.7	9

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199	Developable Triangulations of a Strip. Computer-Aided Design and Applications, 2005, 2, 233-242.	0.4	7
200	Modeling Developable Folds on a Strip. Journal of Computing and Information Science in Engineering, 2005, 5, 35-47.	1.7	40
201	Fitting a Woven Fabric Model onto a Surface Based on Energy Minimization. Computer-Aided Design and Applications, 2004, 1, 197-206.	0.4	2
202	CAD Tools in Fashion/Garment Design. Computer-Aided Design and Applications, 2004, 1, 53-62.	0.4	5
203	CyberTape: an interactive measurement tool on polyhedral surface. Computers and Graphics, 2004, 28, 731-745.	1.4	19
204	On increasing the developability of a trimmed NURBS surface. Engineering With Computers, 2004, 20, 54-64.	3.5	14
205	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
206	Non-self-overlapping structured grid generation on ann-sided surface. International Journal for Numerical Methods in Fluids, 2004, 46, 961-982.	0.9	7
207	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
208	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
209	Feature-based 3D non-manifold freeform object construction. Engineering With Computers, 2003, 19, 174-190.	3.5	8
210	Freeform extrusion by sketched input. Computers and Graphics, 2003, 27, 255-263.	1.4	17
211	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
212	Virtual human modeling from photographs for garment industry. CAD Computer Aided Design, 2003, 35, 577-589.	1.4	52
213	Feature based 3D garment design through 2D sketches. CAD Computer Aided Design, 2003, 35, 659-672.	1.4	102
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