

# Hyungjun Park

## List of Publications by Year in descending order

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36  
papers

795  
citations

567281

15  
h-index

501196

28  
g-index

37  
all docs

37  
docs citations

37  
times ranked

439  
citing authors

#	ARTICLE	IF	CITATIONS
1	-spline curve fitting based on adaptive curve refinement using dominant points. CAD Computer Aided Design, 2007, 39, 439-451.	2.7	193
2	Smooth surface approximation to serial cross-sections. CAD Computer Aided Design, 1996, 28, 995-1005.	2.7	81
3	An error-bounded approximate method for representing planar curves in B-splines. Computer Aided Geometric Design, 2004, 21, 479-497.	1.2	74
4	Tangible augmented prototyping of digital handheld products. Computers in Industry, 2009, 60, 114-125.	9.9	62
5	B-spline surface fitting based on adaptive knot placement using dominant columns. CAD Computer Aided Design, 2011, 43, 258-264.	2.7	49
6	Design evaluation of digital consumer products using virtual reality-based functional behaviour simulation. Journal of Engineering Design, 2008, 19, 359-375.	2.3	36
7	An Approximate Lofting Approach for B-Spline Surface Fitting to Functional Surfaces. International Journal of Advanced Manufacturing Technology, 2001, 18, 474-482.	3.0	35
8	An adaptive method for smooth surface approximation to scattered 3D points. CAD Computer Aided Design, 1995, 27, 929-939.	2.7	33
9	Design evaluation of information appliances using augmented reality-based tangible interaction. Computers in Industry, 2013, 64, 854-868.	9.9	26
10	Lofted B-spline surface interpolation by linearly constrained energy minimization. CAD Computer Aided Design, 2003, 35, 1261-1268.	2.7	25
11	AR/RP-based tangible interactions for collaborative design evaluation of digital products. International Journal of Advanced Manufacturing Technology, 2009, 45, 649-665.	3.0	25
12	Reducing control points in lofted B-spline surface interpolation using common knot vector determination. CAD Computer Aided Design, 2008, 40, 999-1008.	2.7	23
13	B-Spline Surface Approximation to Cross-Sections Using Distance Maps. International Journal of Advanced Manufacturing Technology, 1999, 15, 876-885.	3.0	18
14	Error-bounded biarc approximation of planar curves. CAD Computer Aided Design, 2004, 36, 1241-1251.	2.7	16
15	A solution for NURBS modelling in aspheric lens manufacture. International Journal of Advanced Manufacturing Technology, 2004, 23, 1-10.	3.0	15
16	A new approach for lofted B-spline surface interpolation to serial contours. International Journal of Advanced Manufacturing Technology, 2004, 23, 889.	3.0	15
17	Immersive modeling system (IMMS) for personal electronic products using a multi-modal interface. CAD Computer Aided Design, 2010, 42, 387-401.	2.7	15
18	Tangible AR interaction based on fingertip touch using small-sized nonsquare markers. Journal of Computational Design and Engineering, 2014, 1, 289-297.	3.1	11

#	ARTICLE	IF	CITATIONS
19	Surface offsetting using distance volumes. International Journal of Advanced Manufacturing Technology, 2005, 26, 102-108.	3.0	7
20	Adaptive B-spline volume representation of measured BRDF data for photorealistic rendering. Journal of Computational Design and Engineering, 2015, 2, 1-15.	3.1	6
21	Optimal Single Biarc Fitting and its Applications. Computer-Aided Design and Applications, 2004, 1, 187-195.	0.6	5
22	A hybrid approach to smooth surface reconstruction from 2-D cross sections. International Journal of Advanced Manufacturing Technology, 2005, 25, 1130-1136.	3.0	5
23	Note on Tangible Interaction Using Paper Models for AR-Based Design Evaluation. Journal of Advanced Mechanical Design, Systems and Manufacturing, 2013, 7, 827-835.	0.7	5
24	Geometric Properties of Ribs and Fans of a Bézier Curve. Journal of Computer Science and Technology, 2006, 21, 279-283.	1.5	3
25	Ribs and Fans of Bézier Curves and Surfaces. Computer-Aided Design and Applications, 2005, 2, 125-134.	0.6	2
26	Error-Bounded B-Spline Curve Approximation Based on Dominant Point Selection. , 0, , .		2
27	Investigation into Thermal Characteristics in Cutting of a Low Carbon Sheet Using a High-Power CW Nd:YAG Laser for Net Shape Manufacturing. Key Engineering Materials, 2007, 344, 169-176.	0.4	2
28	Knowledge-based CNC torch path generation for laser cutting of planar shapes. International Journal of Advanced Manufacturing Technology, 2008, 37, 302-313.	3.0	2
29	Comparison of User Interaction Alternatives in a Tangible Augmented Reality Environment. Korean Journal of Computational Design and Engineering, 2012, 17, 417-425.	0.0	1
30	A Geometric Compression Method Using Dominant Points for Transmission to LEO Satellites. International Journal of Aeronautical and Space Sciences, 2016, 17, 622-630.	2.0	1
31	A note on morphological development and transformation of Bézier curves based on ribs and fans. , 2007, , .		0
32	Neural Network-Based Human Identification Using Teeth Contours. Korean Journal of Computational Design and Engineering, 2013, 18, 275-282.	0.0	0
33	Tangible AR Interaction based on Fingertip Touch Using Small-Sized Markers. Korean Journal of Computational Design and Engineering, 2013, 18, 374-383.	0.0	0
34	Construction of Skin Color Map for Resolving Hand Occlusion in AR Environments. Korean Journal of Computational Design and Engineering, 2014, 19, 111-118.	0.0	0
35	Modeling and Simulation of HMI Behaviors of 3D Virtual Products using XML. Korean Journal of Computational Design and Engineering, 2015, 20, 75-83.	0.0	0
36	Web-based 3D Virtual Experience using Unity and Leap Motion. Korean Journal of Computational Design and Engineering, 2016, 21, 159-169.	0.0	0