

# 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	Web-based 3D Virtual Experience using Unity and Leap Motion. Korean Journal of Computational Design and Engineering, 2016, 21, 159-169.	0.0	0
2	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
3	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
4	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
5	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
6	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
7	Design evaluation of information appliances using augmented reality-based tangible interaction. Computers in Industry, 2013, 64, 854-868.	9.9	26
8	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
9	Neural Network-Based Human Identification Using Teeth Contours. Korean Journal of Computational Design and Engineering, 2013, 18, 275-282.	0.0	0
10	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
11	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
12	B-spline surface fitting based on adaptive knot placement using dominant columns. CAD Computer Aided Design, 2011, 43, 258-264.	2.7	49
13	Immersive modeling system (IMMS) for personal electronic products using a multi-modal interface. CAD Computer Aided Design, 2010, 42, 387-401.	2.7	15
14	Tangible augmented prototyping of digital handheld products. Computers in Industry, 2009, 60, 114-125.	9.9	62
15	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
16	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
17	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
18	Design evaluation of digital consumer products using virtual reality-based functional behaviour simulation. Journal of Engineering Design, 2008, 19, 359-375.	2.3	36

#	ARTICLE	IF	CITATIONS
19	A note on morphological development and transformation of B-spline curves based on ribs and fans. , 2007, , .		0
20	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
21	-spline curve fitting based on adaptive curve refinement using dominant points. CAD Computer Aided Design, 2007, 39, 439-451.	2.7	193
22	Geometric Properties of Ribs and Fans of a B-spline Curve. Journal of Computer Science and Technology, 2006, 21, 279-283.	1.5	3
23	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
24	Surface offsetting using distance volumes. International Journal of Advanced Manufacturing Technology, 2005, 26, 102-108.	3.0	7
25	Ribs and Fans of B-spline Curves and Surfaces. Computer-Aided Design and Applications, 2005, 2, 125-134.	0.6	2
26	Optimal Single Biarc Fitting and its Applications. Computer-Aided Design and Applications, 2004, 1, 187-195.	0.6	5
27	A solution for NURBS modelling in aspheric lens manufacture. International Journal of Advanced Manufacturing Technology, 2004, 23, 1-10.	3.0	15
28	A new approach for lofted B-spline surface interpolation to serial contours. International Journal of Advanced Manufacturing Technology, 2004, 23, 889.	3.0	15
29	Error-bounded biarc approximation of planar curves. CAD Computer Aided Design, 2004, 36, 1241-1251.	2.7	16
30	An error-bounded approximate method for representing planar curves in B-splines. Computer Aided Geometric Design, 2004, 21, 479-497.	1.2	74
31	Lofted B-spline surface interpolation by linearly constrained energy minimization. CAD Computer Aided Design, 2003, 35, 1261-1268.	2.7	25
32	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
33	B-Spline Surface Approximation to Cross-Sections Using Distance Maps. International Journal of Advanced Manufacturing Technology, 1999, 15, 876-885.	3.0	18
34	Smooth surface approximation to serial cross-sections. CAD Computer Aided Design, 1996, 28, 995-1005.	2.7	81
35	An adaptive method for smooth surface approximation to scattered 3D points. CAD Computer Aided Design, 1995, 27, 929-939.	2.7	33
36	Error-Bounded B-Spline Curve Approximation Based on Dominant Point Selection. , 0, , .		2