Ligang Liu

List of Publications by Year
in descending order

18 papers	549 citations	840776 11 h-index	996975 15 g-index
18 all docs	18 docs citations	18 times ranked	387 citing authors

#	ARTICLE	IF	CITATIONS
1	Detecting 3D Points of Interest Using Projective Neural Networks. IEEE Transactions on Multimedia, 2022, 24, 1637-1650.	7.2	3
2	3D Shape Segmentation Using Soft Density Peak Clustering and Semi-Supervised Learning. CAD Computer Aided Design, 2022, 145, 103181.	2.7	13
3	Realâ€time Denoising Using BRDF Preâ€integration Factorization. Computer Graphics Forum, 2021, 40, 173-180.	3.0	6
4	Scribble-Based 3D Shape Segmentation via Weakly-Supervised Learning. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2671-2682.	4.4	17
5	3D model classification via Principal Thickness Images. CAD Computer Aided Design, 2016, 78, 199-208.	2.7	11
6	Unsupervised 3D shape segmentation and co-segmentation via deep learning. Computer Aided Geometric Design, 2016, 43, 39-52.	1.2	74
7	3D Shape Segmentation and Labeling via Extreme Learning Machine. Computer Graphics Forum, 2014, 33, 85-95.	3.0	76
8	Generating Quad Mesh of 3D Articulated Shape for Sculpting Modeling. Journal of Advanced Mechanical Design, Systems and Manufacturing, 2012, 6, 354-365.	0.7	4
9	Coâ€Segmentation of 3D Shapes via Subspace Clustering. Computer Graphics Forum, 2012, 31, 1703-1713.	3.0	115
10	Interactive two-scale color-to-gray. Visual Computer, 2012, 28, 723-731.	3.5	18
11	iFrames: A Multi-level Keyframe Extraction and Navigation Tool for Videos. , 2011, , .		0
12	iCutter: a direct cutâ€out tool for 3D shapes. Computer Animation and Virtual Worlds, 2011, 22, 335-342.	1.2	16
13	Nonhomogeneous scaling optimization for realtime image resizing. Visual Computer, 2010, 26, 769-778.	3.5	42
14	Bâ€Mesh: A Modeling System for Base Meshes of 3D Articulated Shapes. Computer Graphics Forum, 2010, 29, 2169-2177.	3.0	36
15	Dual Laplacian morphing for triangular meshes. Computer Animation and Virtual Worlds, 2007, 18, 271-277.	1.2	23
16	Easy Mesh Cutting. Computer Graphics Forum, 2006, 25, 283-291.	3.0	82
17	Construction of Cubic Triangular Patches with C^1 Continuity around a Corner. , 0, , .		3
18	A Global Laplacian Smoothing Approach with Feature Preservation. , 0, , .		10