

Byungmoon Kim

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10562129/publications.pdf>

Version: 2024-02-01

13
papers

518
citations

1163117

8
h-index

1199594

12
g-index

13
all docs

13
docs citations

13
times ranked

288
citing authors

#	ARTICLE	IF	CITATIONS
1	An Unconditionally Stable MacCormack Method. Journal of Scientific Computing, 2008, 35, 350-371.	2.3	212
2	Advections with Significantly Reduced Dissipation and Diffusion. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 135-144.	4.4	82
3	Simulation of bubbles in foam with the volume control method. ACM Transactions on Graphics, 2007, 26, 98.	7.2	70
4	A new grid structure for domain extension. ACM Transactions on Graphics, 2013, 32, 1-12.	7.2	44
5	Wetbrush. ACM Transactions on Graphics, 2015, 34, 1-11.	7.2	30
6	A new incompressibility discretization for a hybrid particle MAC grid representation with surface tension. Journal of Computational Physics, 2015, 280, 96-142.	3.8	28
7	Dynamic Deep Octree for High-Resolution Volumetric Painting in Virtual Reality. Computer Graphics Forum, 2018, 37, 179-190.	3.0	15
8	Amphitheater Layout with Egocentric Distance-Based Item Sizing and Landmarks for Browsing in Virtual Reality. International Journal of Human-Computer Interaction, 2019, 35, 831-845.	4.8	13
9	Image segmentation on cell-center sampled quadtree and octree grids. , 2009, , .		7
10	Computational Simulation of Alternative Photographic Processes. Computer Graphics Forum, 2013, 32, 7-16.	3.0	7
11	Spherical Layout with Proximity-Based Multimodal Feedback for Eyes-Free Target Acquisition in Virtual Reality. Lecture Notes in Computer Science, 2019, , 44-58.	1.3	5
12	Simulation of Dendritic Painting. Computer Graphics Forum, 2020, 39, 597-606.	3.0	4
13	Interpolation and parallel adjustment of center-sampled trees with new balancing constraints. Visual Computer, 2015, 31, 1351-1363.	3.5	1