

Byungmoon Kim

List of Publications by Year in descending order

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papers

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1199594

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13
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citing authors

#	ARTICLE	IF	CITATIONS
1	Simulation of Dendritic Painting. Computer Graphics Forum, 2020, 39, 597-606.	3.0	4
2	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
3	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
4	Dynamic Deep Octree for High-Resolution Volumetric Painting in Virtual Reality. Computer Graphics Forum, 2018, 37, 179-190.	3.0	15
5	Interpolation and parallel adjustment of center-sampled trees with new balancing constraints. Visual Computer, 2015, 31, 1351-1363.	3.5	1
6	Wetbrush. ACM Transactions on Graphics, 2015, 34, 1-11.	7.2	30
7	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
8	A new grid structure for domain extension. ACM Transactions on Graphics, 2013, 32, 1-12.	7.2	44
9	Computational Simulation of Alternative Photographic Processes. Computer Graphics Forum, 2013, 32, 7-16.	3.0	7
10	Image segmentation on cell-center sampled quadtree and octree grids. , 2009, , .		7
11	An Unconditionally Stable MacCormack Method. Journal of Scientific Computing, 2008, 35, 350-371.	2.3	212
12	Simulation of bubbles in foam with the volume control method. ACM Transactions on Graphics, 2007, 26, 98.	7.2	70
13	Advections with Significantly Reduced Dissipation and Diffusion. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 135-144.	4.4	82