

# Ken Museth

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11045642/publications.pdf>

Version: 2024-02-01

14  
papers

562  
citations

1040056

9  
h-index

1372567

10  
g-index

14  
all docs

14  
docs citations

14  
times ranked

362  
citing authors

#	ARTICLE	IF	CITATIONS
1	VDB. ACM Transactions on Graphics, 2013, 32, 1-22.	7.2	221
2	Hierarchical RLE level set. ACM Transactions on Graphics, 2006, 25, 151-175.	7.2	85
3	Dynamic Tubular Grid: An Efficient Data Structure and Algorithms for High Resolution Level Sets. Journal of Scientific Computing, 2006, 26, 261-299.	2.3	82
4	Level set surface editing operators. ACM Transactions on Graphics, 2002, 21, 330-338.	7.2	76
5	Algorithms for Interactive Editing of Level Set Models. Computer Graphics Forum, 2005, 24, 821-841.	3.0	25
6	Out-of-core and compressed level set methods. ACM Transactions on Graphics, 2007, 26, 16.	7.2	17
7	A PML-based nonreflective boundary for free surface fluid animation. ACM Transactions on Graphics, 2010, 29, 1-17.	7.2	14
8	Segmentation of Biological Volume Datasets Using a Level-Set Framework. Eurographics, 2001, , 249-263.	0.4	13
9	Geometric Texturing Using Level Sets. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 277-288.	4.4	11
10	Level set and PDE methods for computer graphics. , 2004, , .		7
11	An efficient level set toolkit for visual effects. , 2009, , .		6
12	Level Set Segmentation of Biological Volume Datasets. , 2005, , 415-478.		3
13	Editing Geometric Models. , 2003, , 441-460.		1
14	Out-of-Core Computations of High-Resolution Level Sets by Means of Code Transformation. Journal of Scientific Computing, 2012, 50, 368-404.	2.3	1