

Wenping Wang

List of Publications by Year in descending order

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28
papers

1,418
citations

430874

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29
all docs

29
docs citations

29
times ranked

974
citing authors

#	ARTICLE	IF	CITATIONS
1	Complete Classification and Efficient Determination of Arrangements Formed by Two Ellipsoids. ACM Transactions on Graphics, 2020, 39, 1-12.	7.2	9
2	TrafficPredict: Trajectory Prediction for Heterogeneous Traffic-Agents. Proceedings of the AAAI Conference on Artificial Intelligence, 2019, 33, 6120-6127.	4.9	248
3	Cephalometric Landmark Detection by Attentive Feature Pyramid Fusion and Regression-Voting. Lecture Notes in Computer Science, 2019, , 873-881.	1.3	47
4	Field-Aligned and Lattice-Guided Tetrahedral Meshing. Computer Graphics Forum, 2018, 37, 161-172.	3.0	7
5	Computing a high-dimensional euclidean embedding from an arbitrary smooth riemannian metric. ACM Transactions on Graphics, 2018, 37, 1-16.	7.2	8
6	Intrinsic computation of centroidal Voronoi tessellation (CVT) on meshes. CAD Computer Aided Design, 2015, 58, 51-61.	2.7	55
7	Revisiting Optimal Delaunay Triangulation for 3D Graded Mesh Generation. SIAM Journal of Scientific Computing, 2014, 36, A930-A954.	2.8	20
8	Continuous collision detection for composite quadric models. Graphical Models, 2014, 76, 566-579.	2.4	6
9	Particle-based anisotropic surface meshing. ACM Transactions on Graphics, 2013, 32, 1-14.	7.2	57
10	Efficient computation of clipped Voronoi diagram for mesh generation. CAD Computer Aided Design, 2013, 45, 843-852.	2.7	64
11	Topological classification of non-degenerate intersections of two ring tori. Computer Aided Geometric Design, 2013, 30, 181-198.	1.2	1
12	Isotropic Surface Remeshing Using Constrained Centroidal Delaunay Mesh. Computer Graphics Forum, 2012, 31, 2077-2085.	3.0	18
13	Variational Blue Noise Sampling. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1784-1796.	4.4	63
14	Robust modeling of constant mean curvature surfaces. ACM Transactions on Graphics, 2012, 31, 1-11.	7.2	35
15	Global Optimization of Centroidal Voronoi Tessellation with Monte Carlo Approach. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1880-1890.	4.4	13
16	GPU-Assisted Computation of Centroidal Voronoi Tessellation. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 345-356.	4.4	54
17	An algebraic approach to continuous collision detection for ellipsoids. Computer Aided Geometric Design, 2011, 28, 164-176.	1.2	44
18	Fast Updating of Delaunay Triangulation of Moving Points by Bi-Cell Filtering. Computer Graphics Forum, 2010, 29, 2233-2242.	3.0	3

#	ARTICLE	IF	CITATIONS
19	Efficient Computation of 3D Clipped Voronoi Diagram. Lecture Notes in Computer Science, 2010, , 269-282.	1.3	27
20	On centroidal voronoi tessellation's energy smoothness and fast computation. ACM Transactions on Graphics, 2009, 28, 1-17.	7.2	230
21	Isotropic Remeshing with Fast and Exact Computation of Restricted Voronoi Diagram. Computer Graphics Forum, 2009, 28, 1445-1454.	3.0	142
22	Using signature sequences to classify intersection curves of two quadrics. Computer Aided Geometric Design, 2009, 26, 317-335.	1.2	19
23	Continuous Collision Detection for Ellipsoids. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 311-325.	4.4	63
24	Efficient Collision Detection for Moving Ellipsoids Using Separating Planes. Computing (Vienna/New) Tj ETQq0 0 0 ggBT /Overlock 10 Tf	4.8	26
25	Efficient Collision Detection for Moving Ellipsoids Using Separating Planes. , 2004, , 235-246.		0
26	Modeling and Processing with Quadric Surfaces. , 2002, , 777-795.		13
27	An algebraic condition for the separation of two ellipsoids. Computer Aided Geometric Design, 2001, 18, 531-539.	1.2	136
28	Occlusion culling using minimum occluder set and opacity map. , 0, , .		4