

Min Tang

List of Publications by Year in descending order

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49
papers

1,120
citations

361413

20
h-index

434195

31
g-index

49
all docs

49
docs citations

49
times ranked

570
citing authors

#	ARTICLE	IF	CITATIONS
1	ICCD: Interactive Continuous Collision Detection between Deformable Models Using Connectivity-Based Culling. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 544-557.	4.4	73
2	Collision-streams. , 2011, , .		66
3	Fast and exact continuous collision detection with Bernstein sign classification. ACM Transactions on Graphics, 2014, 33, 1-8.	7.2	63
4	Continuous penalty forces. ACM Transactions on Graphics, 2012, 31, 1-9.	7.2	60
5	P-cloth. ACM Transactions on Graphics, 2020, 39, 1-15.	7.2	55
6	Interactive Hausdorff distance computation for general polygonal models. ACM Transactions on Graphics, 2009, 28, 1-9.	7.2	54
7	A Solid Model Based Virtual Hairy Brush. Computer Graphics Forum, 2002, 21, 299-308.	3.0	53
8	I-cloth. ACM Transactions on Graphics, 2018, 37, 1-10.	7.2	48
9	MCCD: Multi-core collision detection between deformable models using front-based decomposition. Graphical Models, 2010, 72, 7-23.	2.4	47
10	VolCCD. ACM Transactions on Graphics, 2011, 30, 1-15.	7.2	47
11	Interactive continuous collision detection between deformable models using connectivity-based culling. , 2008, , .		39
12	CAMA: Contact-Aware Matrix Assembly with Unified Collision Handling for GPU-based Cloth Simulation. Computer Graphics Forum, 2016, 35, 511-521.	3.0	36
13	PolyDepth. ACM Transactions on Graphics, 2012, 31, 1-14.	7.2	33
14	A massively parallel and scalable multi-GPU material point method. ACM Transactions on Graphics, 2020, 39, .	7.2	32
15	GPU accelerated convex hull computation. Computers and Graphics, 2012, 36, 498-506.	2.5	30
16	Droplet: A virtual brush model to simulate Chinese calligraphy and painting. Journal of Computer Science and Technology, 2004, 19, 393-404.	1.5	29
17	A GPU-based Streaming Algorithm for High-Resolution Cloth Simulation. Computer Graphics Forum, 2013, 32, 21-30.	3.0	29
18	Virtual hairy brush for painterly rendering. Graphical Models, 2004, 66, 263-302.	2.4	25

#	ARTICLE	IF	CITATIONS
19	Depth incorporating with color improves salient object detection. <i>Visual Computer</i> , 2016, 32, 111-121.	3.5	24
20	Hierarchical Optimization Time Integration for CFL-Rate MPM Stepping. <i>ACM Transactions on Graphics</i> , 2020, 39, 1-16.	7.2	24
21	3D Body Shapes Estimation from Dressed Human Silhouettes. <i>Computer Graphics Forum</i> , 2016, 35, 147-156.	3.0	23
22	Parallel Multigrid for Nonlinear Cloth Simulation. <i>Computer Graphics Forum</i> , 2018, 37, 131-141.	3.0	22
23	Adjacency-based culling for continuous collision detection. <i>Visual Computer</i> , 2008, 24, 545-553.	3.5	20
24	Parametric Human Body Reconstruction Based on Sparse Key Points. <i>IEEE Transactions on Visualization and Computer Graphics</i> , 2016, 22, 2467-2479.	4.4	20
25	Efficient BVH-based Collision Detection Scheme with Ordering and Restructuring. <i>Computer Graphics Forum</i> , 2018, 37, 227-237.	3.0	19
26	C ² A: Controlled conservative advancement for continuous collision detection of polygonal models. , 2009, , .		18
27	Robust super resolution of compressed video. <i>Visual Computer</i> , 2012, 28, 1167-1180.	3.5	17
28	PSCC. <i>Proceedings of the ACM on Computer Graphics and Interactive Techniques</i> , 2018, 1, 1-18.	1.6	17
29	TightCCD: Efficient and Robust Continuous Collision Detection using Tight Error Bounds. <i>Computer Graphics Forum</i> , 2015, 34, 289-298.	3.0	16
30	A Unified Cloth Untangling Framework Through Discrete Collision Detection. <i>Computer Graphics Forum</i> , 2017, 36, 217-228.	3.0	13
31	Efficient and Reliable Self-Collision Culling Using Unprojected Normal Cones. <i>Computer Graphics Forum</i> , 2017, 36, 487-498.	3.0	9
32	Continuous collision detection for non-rigid contact computations using local advancement. , 2010, , .		8
33	Fast continuous collision culling with deforming noncollinear filters. <i>Computer Animation and Virtual Worlds</i> , 2012, 23, 375-383.	1.2	7
34	Efficient and robust strain limiting and treatment of simultaneous collisions with semidefinite programming. <i>Computational Visual Media</i> , 2016, 2, 119-130.	17.5	6
35	Accurate self-collision detection using enhanced dual-cone method. <i>Computers and Graphics</i> , 2018, 73, 70-79.	2.5	5
36	Connectivity-Based Segmentation for GPU-Accelerated Mesh Decompression. <i>Journal of Computer Science and Technology</i> , 2012, 27, 1110-1118.	1.5	4

#	ARTICLE	IF	CITATIONS
37	A Linear Approach for Depth and Colour Camera Calibration Using Hybrid Parameters. Journal of Computer Science and Technology, 2016, 31, 479-488.	1.5	4
38	Clothes Size Prediction from Dressed-Human Silhouettes. Lecture Notes in Computer Science, 2017, , 86-98.	1.3	4
39	A feature-based collaborative CAD system. , 0, , .		3
40	Mesh Segmentation for Parallel Decompression on GPU. Lecture Notes in Computer Science, 2012, , 83-90.	1.3	3
41	A feature interface model towards distributed solid modeling. , 0, , .		2
42	Model compression and transmission in collaborative CAD. , 2005, , .		2
43	Real-time rendering of raining animation based on the graphics hardware acceleration. , 2005, , .		2
44	Real-time Rain Simulation in Cartoon Style. , 0, , .		2
45	Six-degree-of-freedom haptic rendering using translational and generalized penetration depth computation. , 2013, , .		2
46	Interactive mesh cloning driven by boundary loop. Visual Computer, 2016, 32, 513-521.	3.5	2
47	Reconstructing Recognizable 3D Face Shapes based on 3D Morphable Models. Computer Graphics Forum, 0, , .	3.0	2
48	Non-Photorealistic Rendering in Customizable Styles for Mobile Collaboration. , 2007, , .		1
49	Concurrency conflicts solving for collaborative feature modeling. , 2005, , .		0