Min Tang

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/11976756/publications.pdf

Version: 2024-02-01

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	A massively parallel and scalable multi-GPU material point method. ACM Transactions on Graphics, 2020, 39, .	7.2	32
2	Hierarchical Optimization Time Integration for CFL-Rate MPM Stepping. ACM Transactions on Graphics, 2020, 39, 1-16.	7.2	24
3	P-cloth. ACM Transactions on Graphics, 2020, 39, 1-15.	7.2	55
4	Parallel Multigrid for Nonlinear Cloth Simulation. Computer Graphics Forum, 2018, 37, 131-141.	3.0	22
5	PSCC. Proceedings of the ACM on Computer Graphics and Interactive Techniques, 2018, 1, 1-18.	1.6	17
6	Efficient BVHâ€based Collision Detection Scheme with Ordering and Restructuring. Computer Graphics Forum, 2018, 37, 227-237.	3.0	19
7	Accurate self-collision detection using enhanced dual-cone method. Computers and Graphics, 2018, 73, 70-79.	2.5	5
8	I-cloth. ACM Transactions on Graphics, 2018, 37, 1-10.	7.2	48
9	Efficient and Reliable Selfâ€Collision Culling Using Unprojected Normal Cones. Computer Graphics Forum, 2017, 36, 487-498.	3.0	9
10	A Unified Cloth Untangling Framework Through Discrete Collision Detection. Computer Graphics Forum, 2017, 36, 217-228.	3.0	13
11	Clothes Size Prediction from Dressed-Human Silhouettes. Lecture Notes in Computer Science, 2017, , 86-98.	1.3	4
12	CAMA: Contactâ€Aware Matrix Assembly with Unified Collision Handling for GPUâ€based Cloth Simulation. Computer Graphics Forum, 2016, 35, 511-521.	3.0	36
13	3D Body Shapes Estimation from Dressedâ€Human Silhouettes. Computer Graphics Forum, 2016, 35, 147-156.	3.0	23
14	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
15	Efficient and robust strain limiting and treatment of simultaneous collisions with semidefinite programming. Computational Visual Media, 2016, 2, 119-130.	17.5	6
16	Parametric Human Body Reconstruction Based on Sparse Key Points. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 2467-2479.	4.4	20
17	Depth incorporating with color improves salient object detection. Visual Computer, 2016, 32, 111-121.	3.5	24
18	Interactive mesh cloning driven by boundary loop. Visual Computer, 2016, 32, 513-521.	3.5	2

#	Article	IF	Citations
19	TightCCD: Efficient and Robust Continuous Collision Detection using Tight Error Bounds. Computer Graphics Forum, 2015, 34, 289-298.	3.0	16
20	Fast and exact continuous collision detection with Bernstein sign classification. ACM Transactions on Graphics, 2014, 33, 1-8.	7.2	63
21	Six-degree-of-freedom haptic rendering using translational and generalized penetration depth computation. , 2013, , .		2
22	A GPUâ€based Streaming Algorithm for Highâ€Resolution Cloth Simulation. Computer Graphics Forum, 2013, 32, 21-30.	3.0	29
23	Continuous penalty forces. ACM Transactions on Graphics, 2012, 31, 1-9.	7.2	60
24	PolyDepth. ACM Transactions on Graphics, 2012, 31, 1-14.	7.2	33
25	Robust super resolution of compressed video. Visual Computer, 2012, 28, 1167-1180.	3.5	17
26	Connectivity-Based Segmentation for GPU-Accelerated Mesh Decompression. Journal of Computer Science and Technology, 2012, 27, 1110-1118.	1.5	4
27	Fast continuous collision culling with deforming noncollinear filters. Computer Animation and Virtual Worlds, 2012, 23, 375-383.	1.2	7
28	GPU accelerated convex hull computation. Computers and Graphics, 2012, 36, 498-506.	2.5	30
29	Mesh Segmentation for Parallel Decompression on GPU. Lecture Notes in Computer Science, 2012, , 83-90.	1.3	3
30	Collision-streams. , 2011, , .		66
31	VolCCD. ACM Transactions on Graphics, 2011, 30, 1-15.	7.2	47
32	MCCD: Multi-core collision detection between deformable models using front-based decomposition. Graphical Models, 2010, 72, 7-23.	2.4	47
33	Continuous collision detection for non-rigid contact computations using local advancement. , 2010, , .		8
34	Interactive Hausdorff distance computation for general polygonal models. ACM Transactions on Graphics, 2009, 28, 1-9.	7.2	54
35	C²A: Controlled conservative advancement for continuous collision detection of polygonal models. , 2009, , .		18
36	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

#	Article	IF	Citations
37	Adjacency-based culling for continuous collision detection. Visual Computer, 2008, 24, 545-553.	3.5	20
38	Interactive continuous collision detection between deformable models using connectivity-based culling. , 2008, , .		39
39	Non-Photorealistic Rendering in Customizable Styles for Mobile Collaboration. , 2007, , .		1
40	Model compression and transmission in collaborative CAD. , 2005, , .		2
41	Concurrency conflicts solving for collaborative feature modeling. , 2005, , .		0
42	Real-time rendering of raining animation based on the graphics hardware acceleration. , 2005, , .		2
43	Droplet: A virtual brush model to simulate Chinese calligraphy and painting. Journal of Computer Science and Technology, 2004, 19, 393-404.	1.5	29
44	Virtual hairy brush for painterly rendering. Graphical Models, 2004, 66, 263-302.	2.4	25
45	A Solid Model Based Virtual Hairy Brush. Computer Graphics Forum, 2002, 21, 299-308.	3.0	53
46	A feature-based collaborative CAD system. , 0, , .		3
47	A feature interface model towards distributed solid modeling. , 0, , .		2
48	Real-time Rain Simulation in Cartoon Style. , 0, , .		2
49	Reconstructing Recognizable 3D Face Shapes based on 3D Morphable Models. Computer Graphics Forum, 0, , .	3.0	2