Jian J Zhang

List of Publications by Year
in descending order

		840776	752698
39 papers	461 citations	11 h-index	20 g-index
39 all docs	39 docs citations	39 times ranked	437 citing authors

#	Article	IF	Citations
1	Fast Accurate and Automatic Brushstroke Extraction. ACM Transactions on Multimedia Computing, Communications and Applications, 2021, 17, 1-24.	4.3	3
2	Fully Automatic Facial Deformation Transfer. Symmetry, 2020, 12, 27.	2.2	4
3	Efficient C2 Continuous Surface Creation Technique Based on Ordinary Differential Equation. Symmetry, 2020, 12, 38.	2.2	2
4	Fast character modeling with sketch-based PDE surfaces. Multimedia Tools and Applications, 2020, 79, 23161-23187.	3.9	5
5	Motion Capture Data Completion via Truncated Nuclear Norm Regularization. IEEE Signal Processing Letters, 2018, 25, 258-262.	3.6	25
6	A self-adaptive segmentation method for a point cloud. Visual Computer, 2018, 34, 659-673.	3.5	23
7	Hand gesture-based interactive puppetry system to assist storytelling for children. Visual Computer, 2017, 33, 517-531.	3.5	20
8	Gaze–mouse coordinated movements and dependency with coordination demands in tracing. Behaviour and Information Technology, 2016, 35, 665-679.	4.0	4
9	An Efficient Feathering System with Collision Control. Computer Graphics Forum, 2015, 34, 279-288.	3.0	2
10	Image-Based Hair Pre-processing for Art Creation: A Case Study of Bas-Relief Modelling. , 2015, , .		1
11	Virtual reality training and assessment in laparoscopic rectum surgery. International Journal of Medical Robotics and Computer Assisted Surgery, 2015, 11, 194-209.	2.3	34
12	Geodesics on Point Clouds. Mathematical Problems in Engineering, 2014, 2014, 1-12.	1.1	6
13	Foldover-free shape deformation for biomedicine. Journal of Biomedical Informatics, 2014, 48, 137-147.	4.3	2
14	Automatic cage construction for retargeted muscle fitting. Visual Computer, 2013, 29, 369-380.	3.5	5
15	Theoretical design of vascular imaging based on hall effect. International Journal of Imaging Systems and Technology, 2013, 23, 85-96.	4.1	0
16	The impact of enhanced projector display on the responses of people to a violent scenario in immersive virtual reality. , 2013, , .		4
17	Bystander Responses to a Violent Incident in an Immersive Virtual Environment. PLoS ONE, 2013, 8, e52766.	2.5	131
18	Controllable C1 continuous blending of time-dependent parametric surfaces. Visual Computer, 2012, 28, 573-583.	3.5	3

#	ARTICLE	IF	CITATIONS
19	A fast hybrid computation model for rectum deformation. Visual Computer, 2011, 27, 97-107.	3.5	5
20	A review of digital relief generation techniques. , 2010, , .		5
21	Blending of Varying Parametric Surfaces. , 2010, , .		0
22	Curvature Continuity Solid Blending. , 2010, , .		0
23	Realistic skin movement for character animation. , 2010, , .		1
24	Physics and example based skin deformations for character animation. , 2009, , .		3
25	CONTINUOUS SKELETON-DRIVEN SKINNING â€" A GENERAL APPROACH FOR MODELING SKIN DEFORMATION. International Journal of Image and Graphics, 2009, 09, 591-608.	1.5	3
26	Real time automatic skeleton and motion estimation for character animation. Computer Animation and Virtual Worlds, 2009, 20, 523-531.	1.2	3
27	Automatic rigging for animation characters with 3D silhouette. Computer Animation and Virtual Worlds, 2009, 20, 121-131.	1.2	29
28	Modelling deformations in car crash animation. Visual Computer, 2009, 25, 1063-1072.	3.5	1
29	Surface modeling with boundary constraints and partial differential equations. , 2009, , .		0
30	Production Friendly Character Skinning. , 2007, , .		5
31	Boundary Constrained Swept Surfaces for Modelling and Animation. Computer Graphics Forum, 2007, 26, 313-322.	3.0	19
32	Physically-based deformations: copy and paste. Visual Computer, 2006, 23, 71-82.	3.5	1
33	Curve skeleton skinning for human and creature characters. Computer Animation and Virtual Worlds, 2006, 17, 281-292.	1.2	31
34	Automatic muscle generation for character skin deformation. Computer Animation and Virtual Worlds, 2006, 17, 293-303.	1.2	12
35	Irregular Topology Spline Surfaces and Texture Mapping. , 2005, , 241-249.		0
36	Fast Surface Modelling Using a 6th Order PDE. Computer Graphics Forum, 2004, 23, 311-320.	3.0	41

#	Article	IF	Citations
37	Blending surface generation using a fast and accurate analytical solution of a fourth-order PDE with three shape control parameters. Visual Computer, 2004, 20, 199-214.	3.5	18
38	Shape and texture preserved non-photorealistic rendering. Computer Animation and Virtual Worlds, 2004, 15, 453-461.	1.2	10
39	Effects of Different Order PDEs on Blending Surfaces. , 0, , .		0