

List of Publications by Year in descending order

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#	Article	IF	CITATIONS
1	Learning Part Generation and Assembly for Sketching Manâ€Made Objects. Computer Graphics Forum, 2021, 40, 222-233.	3.0	2
2	CaricatureShop: Personalized and Photorealistic Caricature Sketching. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 2349-2361.	4.4	17
3	FPConv: Learning Local Flattening for Point Convolution. , 2020, , .		80
4	Deep Fashion3D: A Dataset and Benchmark for 3D Garment Reconstruction from Single Images. Lecture Notes in Computer Science, 2020, , 512-530.	1.3	46
5	SAniHead: Sketching Animal-like 3D Character Heads Using a View-surface Collaborative Mesh Generative Network. IEEE Transactions on Visualization and Computer Graphics, 2020, PP, 1-1.	4.4	1
6	Deep Reinforcement Learning of Volume-Guided Progressive View Inpainting for 3D Point Scene Completion From a Single Depth Image. , 2019, , .		30
7	Interactive Sketch-Based Normal Map Generation with Deep Neural Networks. Proceedings of the ACM on Computer Graphics and Interactive Techniques, 2018, 1, 1-17.	1.6	39