Ying He

List of Publications by Year in descending order

195 papers	3,268 citations	186265 28 h-index	276875 41 g-index
198 all docs	198 docs citations	198 times ranked	2153 citing authors

#	Article	IF	Citations
1	Manifold SLIC: A Fast Method to Compute Content-Sensitive Superpixels. , 2016, , .		89
2	Harmonic volumetric mapping for solid modeling applications. , 2007, , .		86
3	A branch-estimation-based state estimation method for radial distribution systems. IEEE Transactions on Power Delivery, 2002, 17, 1057-1062.	4.3	83
4	Intrinsic Manifold SLIC: A Simple and Efficient Method for Computing Content-Sensitive Superpixels. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2018, 40, 653-666.	13.9	73
5	A divide-and-conquer approach for automatic polycube map construction. Computers and Graphics, 2009, 33, 369-380.	2.5	72
6	Making burr puzzles from 3D models. ACM Transactions on Graphics, 2011, 30, 1-8.	7.2	70
7	Polycube splines. CAD Computer Aided Design, 2008, 40, 721-733.	2.7	65
8	PUGeo-Net: A Geometry-Centric Network for 3D Point Cloud Upsampling. Lecture Notes in Computer Science, 2020, , 752-769.	1.3	63
9	Saddle vertex graph (SVG). ACM Transactions on Graphics, 2013, 32, 1-12.	7.2	60
10	Intrinsic computation of centroidal Voronoi tessellation (CVT) on meshes. CAD Computer Aided Design, 2015, 58, 51-61.	2.7	55
11	K-set tilable surfaces. ACM Transactions on Graphics, 2010, 29, 1-6.	7.2	54
12	Unsupervised co-segmentation for 3D shapes using iterative multi-label optimization. CAD Computer Aided Design, 2013, 45, 312-320.	2.7	54
13	Manifold splines. Graphical Models, 2006, 68, 237-254.	2.4	51
14	An Effective Illustrative Visualization Framework Based on Photic Extremum Lines (PELs). IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 1328-1335.	4.4	51
15	Pointfilter: Point Cloud Filtering via Encoder-Decoder Modeling. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 2015-2027.	4.4	50
16	Mining social images with distance metric learning for automated image tagging. , 2011, , .		47
17	Retrieval-Based Face Annotation by Weak Label Regularized Local Coordinate Coding. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2014, 36, 550-563.	13.9	47
18	Metric-Driven RoSy Field Design and Remeshing. IEEE Transactions on Visualization and Computer Graphics, 2010, 16, 95-108.	4.4	46

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19	Fast Wavefront Propagation (FWP) for Computing Exact Geodesic Distances on Meshes. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 822-834.	4.4	46
20	Manifold differential evolution (MDE). ACM Transactions on Graphics, 2016, 35, 1-10.	7.2	44
21	ImmerTai: Immersive Motion Learning in VR Environments. Journal of Visual Communication and Image Representation, 2019, 58, 416-427.	2.8	44
22	iLocScan. , 2014, , .		42
23	Autonomous Deployment for Load Balancing <inline-formula> <tex-math notation="TeX">k</tex-math></inline-formula>-Surface Coverage in Sensor Networks. IEEE Transactions on Wireless Communications, 2015, 14, 279-293.	9.2	42
24	Efficient construction and simplification of Delaunay meshes. ACM Transactions on Graphics, 2015, 34, 1-13.	7.2	40
25	Mining Weakly Labeled Web Facial Images for Search-Based Face Annotation. IEEE Transactions on Knowledge and Data Engineering, 2014, 26, 166-179.	5.7	39
26	Parallel chen-han (PCH) algorithm for discrete geodesics. ACM Transactions on Graphics, 2014, 33, 1-11.	7.2	38
27	Polycube splines. , 2007, , .		36
28	Editable polycube map for GPU-based subdivision surfaces. , 2011, , .		36
29	An Intrinsic Algorithm for Parallel Poisson Disk Sampling on Arbitrary Surfaces. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1425-1437.	4.4	36
30	Facial Structure Analysis Separates Autism Spectrum Disorders into Meaningful Clinical Subgroups. Journal of Autism and Developmental Disorders, 2015, 45, 1302-1317.	2.7	35
31	CorrNet3D: Unsupervised End-to-end Learning of Dense Correspondence for 3D Point Clouds. , 2021, , .		34
32	Manifold splines. , 2005, , .		32
33	User-controllable polycube map for manifold spline construction. , 2008, , .		32
34	Meshless Harmonic Volumetric Mapping Using Fundamental Solution Methods. IEEE Transactions on Automation Science and Engineering, 2009, 6, 409-422.	5.2	32
35	Autonomous deployment of wireless sensor networks for optimal coverage with directional sensing model. Computer Networks, 2016, 108, 120-132.	5.1	32
36	ART: Adaptive fRequency-Temporal Co-Existing of ZigBee and WiFi. IEEE Transactions on Mobile Computing, 2017, 16, 662-674.	5.8	31

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37	Laplacian lines for real-time shape illustration. , 2009, , .		30
38	A Sketching Interface for Sitting Pose Design in the Virtual Environment. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 1979-1991.	4.4	30
39	Constant-time all-pairs geodesic distance query on triangle meshes. , 2012, , .		29
40	Direct-Product Volumetric Parameterization of Handlebodies via Harmonic Fields. , 2010, , .		27
41	Compressing 3-D Human Motions via Keyframe-Based Geometry Videos. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 51-62.	8.3	27
42	Deep Magnification-Flexible Upsampling Over 3D Point Clouds. IEEE Transactions on Image Processing, 2021, 30, 8354-8367.	9.8	27
43	Human Motion Capture Data Tailored Transform Coding. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 848-859.	4.4	26
44	Real-Time Shape Illustration Using Laplacian Lines. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 993-1006.	4.4	25
45	Sparse Coding for Flexible, Robust 3D Facial-Expression Synthesis. IEEE Computer Graphics and Applications, 2012, 32, 76-88.	1.2	25
46	Hexahedral shell mesh construction via volumetric polycube map. , 2010, , .		25
47	A Highly Efficient Compression Framework for Time-Varying 3-D Facial Expressions. IEEE Transactions on Circuits and Systems for Video Technology, 2014, 24, 1541-1553.	8.3	24
48	Barehanded music. , 2016, , .		24
49	Sparse Low-Rank Matrix Approximation for Data Compression. IEEE Transactions on Circuits and Systems for Video Technology, 2017, 27, 1043-1054.	8.3	24
50	Low Rank Matrix Approximation for 3D Geometry Filtering. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1835-1847.	4.4	23
51	Retrieval-based face annotation by weak label regularized local coordinate coding. , 2011, , .		21
52	Efficiently Computing Exact Geodesic Loops within Finite Steps. IEEE Transactions on Visualization and Computer Graphics, 2012, 18, 879-889.	4.4	20
53	Efficiently computing geodesic offsets on triangle meshes by the extended Xinâ€“Wang algorithm. CAD Computer Aided Design, 2011, 43, 1468-1476.	2.7	19
54	Discrete geodesic graph (DGG) for computing geodesic distances on polyhedral surfaces. Computer Aided Geometric Design, 2017, 52-53, 262-284.	1.2	19

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55	Sparse representation for colors of 3D point cloud via virtual adaptive sampling. , 2017, , .		19
56	Manifold T-Spline. Lecture Notes in Computer Science, 2006, , 409-422.	1.3	18
57	Geometric accuracy analysis for discrete surface approximation. Computer Aided Geometric Design, 2007, 24, 323-338.	1.2	18
58	Parameterization of Star-Shaped Volumes Using Greenâ€™s Functions. Lecture Notes in Computer Science, 2010, , 219-235.	1.3	18
59	Modeling and Compressing 3-D Facial Expressions Using Geometry Videos. IEEE Transactions on Circuits and Systems for Video Technology, 2012, 22, 77-90.	8.3	17
60	Detail-preserving exposure fusion using subband architecture. Visual Computer, 2012, 28, 463-473.	3.5	17
61	Constructing Intrinsic Delaunay Triangulations from the Dual of Geodesic Voronoi Diagrams. ACM Transactions on Graphics, 2017, 36, 1-15.	7.2	17
62	Blur Removal Via Blurred-Noisy Image Pair. IEEE Transactions on Image Processing, 2021, 30, 345-359.	9.8	17
63	Manifold splines with a single extraordinary point. CAD Computer Aided Design, 2008, 40, 676-690.	2.7	16
64	UNFOLD. , 2011, , .		16
65	GeoQuorum: Load balancing and energy efficient data access in wireless sensor networks. , 2011, , .		16
66	Learning to name faces. , 2013, , .		16
67	LayerPaint. , 2010, , .		15
68	LAACAD: Load Balancing k-Area Coverage through Autonomous Deployment in Wireless Sensor Networks. , 2012, , .		15
69	A unified framework for isotropic meshing based on narrow-band Euclidean distance transformation. Computational Visual Media, 2015, 1, 239-251.	17.5	15
70	Trivariate Simplex Splines for Inhomogeneous Solid Modeling in Engineering Design. Journal of Computing and Information Science in Engineering, 2005, 5, 149-157.	2.7	14
71	Mining weakly labeled web facial images for search-based face annotation. , 2011, , .		14
72	Structural analysis on mutation residues and interfacial water molecules for human TIM disease understanding. BMC Bioinformatics, 2013, 14, S11.	2.6	14

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73	Polylineâ€sourced Geodesic Voronoi Diagrams on Triangle Meshes. Computer Graphics Forum, 2014, 33, 161-170.	3.0	14
74	Scalable and Compact Representation for Motion Capture Data Using Tensor Decomposition. IEEE Signal Processing Letters, 2014, 21, 255-259.	3.6	14
75	Delta DLP 3-D Printing of Large Models. IEEE Transactions on Automation Science and Engineering, 2018, 15, 1193-1204.	5.2	14
76	LineUp. ACM Transactions on Graphics, 2019, 38, 1-16.	7.2	14
77	Parallel and Scalable Heat Methods for Geodesic Distance Computation. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, 43, 579-594.	13.9	14
78	An optimization-driven approach for computing geodesic paths on triangle meshes. CAD Computer Aided Design, 2017, 90, 105-112.	2.7	14
79	Fast Construction of Discrete Geodesic Graphs. ACM Transactions on Graphics, 2020, 39, 1-14.	7.2	14
80	A C 1 Globally Interpolatory Spline of Arbitrary Topology. Lecture Notes in Computer Science, 2005, , 295-306.	1.3	13
81	Making burr puzzles from 3D models. , 2011, , .		13
82	A unified learning framework for auto face annotation by mining web facial images. , 2012, , .		13
83	Human motion capture data recovery via trajectory-based sparse representation. , 2013, , .		13
84	LBDP: Localized Boundary Detection and Parametrization for 3-D Sensor Networks. IEEE/ACM Transactions on Networking, 2014, 22, 567-579.	3.8	13
85	Delaunay mesh simplification with differential evolution. ACM Transactions on Graphics, 2018, 37, 1-12.	7.2	13
86	Poisson Vector Graphics (PVG). IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 1361-1371.	4.4	13
87	Harmonic 1-form based skeleton extraction from examples. Graphical Models, 2009, 71, 49-62.	2.4	12
88	Parallel and accurate Poisson disk sampling on arbitrary surfaces. , 2011, , .		12
89	Automatic Shape Control of Triangular B-Splines of Arbitrary Topology. Journal of Computer Science and Technology, 2006, 21, 232-237.	1.5	11
90	Real-time computation of photic extremum lines (PELs). Visual Computer, 2010, 26, 399-407.	3.5	11

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91	Orienting raw point sets by global contraction and visibility voting. Computers and Graphics, 2011, 35, 733-740.	2.5	11
92	FAVOR. , 2013, , .		11
93	Interactive Applications for Sketch-Based Editable Polycube Map. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1158-1171.	4.4	11
94	Immersive and collaborative Taichi motion learning in various VR environments. , 2017, , .		11
95	3D articulated skeleton extraction using a single consumer-grade depth camera. Computer Vision and Image Understanding, 2019, 188, 102792.	4.7	11
96	Efficient and robust 3D line drawings using difference-of-Gaussian. Graphical Models, 2012, 74, 87-98.	2.4	10
97	Fast Computation of Content-Sensitive Superpixels and Supervoxels Using Q-Distances. , 2019, , .		10
98	Texture brush. , 2013, , .		10
99	Geometry-aware domain decomposition for T-spline-based manifold modeling. Computers and Graphics, 2009, 33, 359-368.	2.5	9
100	Spectral Geometry Image: Image Based 3D Models for Digital Broadcasting Applications. IEEE Transactions on Broadcasting, 2011, 57, 636-645.	3.2	9
101	A multi-touch interface for fast architectural sketching and massing. , 2013, , .		9
102	Delta DLP 3D printing with large size. , 2016, , .		9
103	Low-latency compression of mocap data using learned spatial decorrelation transform. Computer Aided Geometric Design, 2016, 43, 211-225.	1.2	9
104	Solving the initial value problem of discrete geodesics. CAD Computer Aided Design, 2016, 70, 144-152.	2.7	9
105	Vectorization Based Color Transfer for Portrait Images. CAD Computer Aided Design, 2019, 115, 111-121.	2.7	9
106	Modeling 3D facial expressions using geometry videos. , 2010, , .		8
107	3DQS: Distributed Data Access in 3D Wireless Sensor Networks. , 2011, , .		8
108	Modeling 3D articulated motions with conformal geometry videos (CGVs). , 2011, , .		8

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109	An intrinsic algorithm for computing geodesic distance fields on triangle meshes with holes. Graphical Models, 2012, 74, 209-220.	2.4	8
110	Rate-Distortion Model Based Bit Allocation for 3-D Facial Compression Using Geometry Video. IEEE Transactions on Circuits and Systems for Video Technology, 2013, 23, 1537-1541.	8.3	8
111	Parallel computing 2D Voronoi diagrams using untransformed sweepcircles. CAD Computer Aided Design, 2013, 45, 483-493.	2.7	8
112	Splatting lines. , 2014, , .		8
113	A novel compression framework for 3D time-varying meshes. , 2014, , .		8
114	SnapBlocks: a snapping interface for assembling toy blocks with XBOX Kinect. Multimedia Tools and Applications, 2014, 73, 2009-2032.	3.9	8
115	Dirichlet energy of Delaunay meshes and intrinsic Delaunay triangulations. CAD Computer Aided Design, 2020, 126, 102851.	2.7	8
116	Computing Smooth Quasi-geodesic Distance Field (QGDF) with Quadratic Programming. CAD Computer Aided Design, 2020, 127, 102879.	2.7	8
117	Rational spherical splines for genus zero shape modeling. , 0, , .		7
118	Constructing hexahedral shell meshes via volumetric polycube maps. CAD Computer Aided Design, 2011, 43, 1222-1233.	2.7	7
119	Constant-time O (1) all pairs geodesic distance query on triangle meshes. , 2011, , .		7
120	A global algorithm to compute defect-tolerant geodesic distance. , 2012, , .		7
121	Harmonic quorum systems: Data management in 2D/3D wireless sensor networks with holes. , 2012, , .		7
122	Progressive dry-core-wet-rim hydration trend in a nested-ring topology of protein binding interfaces. BMC Bioinformatics, 2012, 13, 51.	2.6	7
123	FANS. , 2013, , .		7
124	A parallel algorithm for improving the maximal property of Poisson disk sampling. CAD Computer Aided Design, 2014, 46, 37-44.	2.7	7
125	User controllable anisotropic shape distribution on 3D meshes. Computational Visual Media, 2016, 2, 305-319.	17.5	7
126	Parallelizing discrete geodesic algorithms with perfect efficiency. CAD Computer Aided Design, 2019, 115, 161-171.	2.7	7

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127	HLO: Half-kernel Laplacian operator for surface smoothing. CAD Computer Aided Design, 2020, 121, 102807.	2.7	7
128	Manifold splines with single extraordinary point. , 2007, , .		6
129	Streaming 3D meshes using spectral geometry images. , 2009, , .		6
130	Restoring corrupted motion capture data via jointly low-rank matrix completion. , 2014, , .		6
131	Knot Optimization for Biharmonic B-splines on Manifold Triangle Meshes. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 2082-2095.	4.4	6
132	VisioMap: Lightweight 3-D Scene Reconstruction Toward Natural Indoor Localization. IEEE Internet of Things Journal, 2019, 6, 8870-8882.	8.7	6
133	Constructing 3D Self-Supporting Surfaces with Isotropic Stress Using 4D Minimal Hypersurfaces of Revolution. ACM Transactions on Graphics, 2019, 38, 1-13.	7.2	6
134	DE-Path: A Differential-Evolution-Based Method for Computing Energy-Minimizing Paths on Surfaces. CAD Computer Aided Design, 2019, 114, 73-81.	2.7	6
135	Fieldâ€aligned Quadrangulation for Image Vectorization. Computer Graphics Forum, 2019, 38, 171-180.	3.0	6
136	Incorporating Rigid Structures in Non-rigid Registration Using Triangular B-Splines. Lecture Notes in Computer Science, 2005, , 235-246.	1.3	6
137	Euclidean Geodesic Loops on High-Genus Surfaces Applied to the Morphometry of Vestibular Systems. Lecture Notes in Computer Science, 2011, 14, 384-392.	1.3	6
138	Surface reconstruction with triangular b-splines. , 0, , .		5
139	Isotropic Mesh Simplification by Evolving the Geodesic Delaunay Triangulation. , 2011, , .		5
140	Automatic registration of vestibular systems with exact landmark correspondence. Graphical Models, 2014, 76, 532-541.	2.4	5
141	Robust laplacian matrix learning for smooth graph signals. , 2016, , .		5
142	Consistent quadrangulation for shape collections via feature line co-extraction. CAD Computer Aided Design, 2016, 70, 78-88.	2.7	5
143	Automatic Sitting Pose Generation for Ergonomic Ratings of Chairs. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 1890-1903.	4.4	5
144	On the Vertex-oriented Triangle Propagation (VTP) Algorithm: Parallelization and Approximation. CAD Computer Aided Design, 2021, 130, 102943.	2.7	5

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145	Curves-on-Surface: A General Shape Comparison Framework. , 0, , .		4
146	An interactive multi-touch sketching interface for diffusion curves. , 2011, , .		4
147	Dynamic 3-D facial compression using low rank and sparse decomposition. , 2012, , .		4
148	Lightweight preprocessing and fast query of geodesic distance via proximity graph. CAD Computer Aided Design, 2018, 102, 128-138.	2.7	4
149	Robust Computation of 3D Apollonius Diagrams. Computer Graphics Forum, 2020, 39, 43-55.	3.0	4
150	Brain Image Analysis Using Spherical Splines. Lecture Notes in Computer Science, 2005, , 633-644.	1.3	4
151	A novel architecture of distribution management system. , 0, , .		3
152	Network reconfiguration in unbalanced distribution systems for service restoration and loss reduction. , 0, , .		3
153	Re-texturing by Intrinsic Video. , 2010, , .		3
154	A System for Capturing, Rendering and Multiplexing Images on Multi-view Autostereoscopic Display. , 2010, , .		3
155	On the Transfer of Painting Style to Photographic Images through Attention to Colour Contrast. , 2010, , .		3
156	An Effective Approach to Pose Invariant 3D Face Recognition. Lecture Notes in Computer Science, 2011, , 217-228.	1.3	3
157	Conservation of water molecules in protein binding interfaces. International Journal of Bioinformatics Research and Applications, 2012, 8, 228.	0.2	3
158	Low-rank based compact representation of motion capture data. , 2014, , .		3
159	Fast and robust shape diameter function. PLoS ONE, 2018, 13, e0190666.	2.5	3
160	Geodesic Tracks: Computing Discrete Geodesics With Track-Based Steiner Point Propagation. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 4887-4901.	4.4	3
161	A Variational Framework for Computing Geodesic Paths on Sweep Surfaces. CAD Computer Aided Design, 2021, 140, 103077.	2.7	3
162	C3 Assignment: Camera Cubemap Color Assignment for Creative Interior Design. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 2895-2908.	4.4	3

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163	An Accuracy Controllable and Memory Efficient Method for Computing High-Quality Geodesic Distances on Triangle Meshes. CAD Computer Aided Design, 2022, 150, 103333.	2.7	3
164	Branch-estimation-based state estimation for radial distribution systems. , 0, , .		2
165	Depth-Aware Video Abstraction. , 2010, , .		2
166	Sketch based image deformation and editing with guaranteed feature correspondence. , 2011, , .		2
167	The closest and farthest points to an affine ellipse or ellipsoid. Tsinghua Science and Technology, 2012, 17, 481-484.	6.1	2
168	Interior structure transfer via harmonic 1-forms. Multimedia Tools and Applications, 2015, 74, 139-158.	3.9	2
169	FoldedGI: A highly parallel algorithm for interference detection by folding a geometry image into a 1D buffer. Graphical Models, 2018, 100, 26-32.	2.4	2
170	A Variational Framework for Curve Shortening in Various Geometric Domains. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 1951-1963.	4.4	2
171	STD-Net: Structure-Preserving and Topology-Adaptive Deformation Network for Single-View 3D Reconstruction. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 1785-1798.	4.4	2
172	A rigid approach of generalized power flow analysis for distribution systems. , 0, , .		1
173	Example based skeletonization using harmonic one-forms. , 2008, , .		1
174	Câˆžsmooth freeform surfaces over hyperbolic domains. , 2009, , .		1
175	Subband Architecture Based Exposure Fusion. , 2010, , .		1
176	Stable geodesic surface signatures. Tsinghua Science and Technology, 2012, 17, 471-480.	6.1	1
177	Expression-invariant and sparse representation for mesh-based compression for 3-D face models. , 2013, , .		1
178	Reordering-based transform for compressing human motion capture data. , 2015, , .		1
179	Burial Level Change Defines a High Energetic Relevance for Protein Binding Interfaces. IEEE/ACM Transactions on Computational Biology and Bioinformatics, 2015, 12, 410-421.	3.0	1
180	GRIP: Greedy Routing through dIstributed Parametrization for guaranteed delivery in WSNs. Wireless Networks, 2015, 21, 67-80.	3.0	1

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181	Sparsifying orthogonal transforms with compact bases for data compression. , 2016, , .		1
182	Sparse two-dimensional singular value decomposition. , 2016, , .		1
183	Space complexity of exact discrete geodesic algorithms on regular triangulations. Information Processing Letters, 2017, 124, 10-14.	0.6	1
184	Decorating 3D models with Poisson vector graphics. CAD Computer Aided Design, 2018, 102, 1-11.	2.7	1
185	An electromyogram-based tapping gesture model with differentiated vibration feedback by low-fidelity actuators. Virtual Reality, 2021, 25, 383-397.	6.1	1
186	GeodesicEmbedding (GE): A High-Dimensional Embedding Approach for Fast Geodesic Distance Queries. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 4930-4939.	4.4	1
187	Poisson Vector Graphics (PVG)-Guided Face Color Transfer in Videos. IEEE Computer Graphics and Applications, 2021, 41, 152-163.	1.2	1
188	Constructing self-supporting surfaces with planar quadrilateral elements. Computational Visual Media, 0, , 1.	17.5	1
189	Temporal registration of 2D x-ray mammogram using triangular B-splines finite element method (TBFEM). , 2006, 6144, 1020.		0
190	A hybrid object/image space approach for efficient and robust line drawings. , 2011, , .		0
191	A simple and local method for computing quasi-conformal map on 3D surfaces. CAD Computer Aided Design, 2014, 46, 192-199.	2.7	0
192	Making sky lanterns from polygonal meshes. Computers and Electrical Engineering, 2014, 40, 1592-1603.	4.8	0
193	Spline Thin-Shell Simulation of Manifold Surfaces. Lecture Notes in Computer Science, 2006, , 570-577.	1.3	0
194	Algebraic equation of geodesics on the 2D Euclidean space with an exponential density function. Communications in Information and Systems, 2018, 18, 91-106.	0.5	0
195	An approximate method for circle packing and disc covering. Communications in Information and Systems, 2018, 18, 73-89.	0.5	0