

Dong-Ming Yan

List of Publications by Year in descending order

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Version: 2024-02-01

96
papers

2,168
citations

236912

25
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254170

43
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99
all docs

99
docs citations

99
times ranked

1295
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|--|------|-----------|
| 1 | Geometry Guided Deep Surface Normal Estimation. CAD Computer Aided Design, 2022, 142, 103119. | 2.7 | 14 |
| 2 | Parallel Computation of 3D Clipped Voronoi Diagrams. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1363-1372. | 4.4 | 10 |
| 3 | Progressive polarization based reflection removal via realistic training data generation. Pattern Recognition, 2022, 124, 108497. | 8.1 | 7 |
| 4 | Image Inpainting With Local and Global Refinement. IEEE Transactions on Image Processing, 2022, 31, 2405-2420. | 9.8 | 54 |
| 5 | Scattered Points Interpolation with Globally Smooth B-Spline Surface using Iterative Knot Insertion. CAD Computer Aided Design, 2022, 148, 103244. | 2.7 | 3 |
| 6 | Scene text removal via cascaded text stroke detection and erasing. Computational Visual Media, 2022, 8, 273-287. | 17.5 | 15 |
| 7 | Neural texture transfer assisted video coding with adaptive up-sampling. Signal Processing: Image Communication, 2022, 107, 116754. | 3.2 | 0 |
| 8 | LIST: low illumination scene text detector with automatic feature enhancement. Visual Computer, 2022, 38, 3231-3242. | 3.5 | 5 |
| 9 | An occlusion-resistant circle detector using inscribed triangles. Pattern Recognition, 2021, 109, 107588. | 8.1 | 18 |
| 10 | Extracting Cycle-aware Feature Curve Networks from 3D Models. CAD Computer Aided Design, 2021, 131, 102949. | 2.7 | 5 |
| 11 | Efficient Center Voting for Object Detection and 6D Pose Estimation in 3D Point Cloud. IEEE Transactions on Image Processing, 2021, 30, 5072-5084. | 9.8 | 33 |
| 12 | Customized Summarizations of Visual Data Collections. Computer Graphics Forum, 2021, 40, 347-370. | 3.0 | 0 |
| 13 | Combining convex hull and directed graph for fast and accurate ellipse detection. Graphical Models, 2021, 116, 101110. | 2.4 | 11 |
| 14 | Robust Ellipse Fitting Using Hierarchical Gaussian Mixture Models. IEEE Transactions on Image Processing, 2021, 30, 3828-3843. | 9.8 | 11 |
| 15 | Realistic Procedural Plant Modeling from Multiple View Images. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 1372-1384. | 4.4 | 30 |
| 16 | Learn with diversity and from harder samples: Improving the generalization of CNN-Based detection of computer-generated images. Forensic Science International: Digital Investigation, 2020, 35, 301023. | 1.7 | 12 |
| 17 | Real-time facial pose estimation and tracking by coarse-to-fine iterative optimization. Tsinghua Science and Technology, 2020, 25, 690-700. | 6.1 | 6 |
| 18 | Pixel-wise Dense Detector for Image Inpainting. Computer Graphics Forum, 2020, 39, 471-482. | 3.0 | 13 |

| # | ARTICLE | IF | CITATIONS |
|----|--|------|-----------|
| 19 | Distinguishing Computer-Generated Images from Natural Images Using Channel and Pixel Correlation. Journal of Computer Science and Technology, 2020, 35, 592-602. | 1.5 | 25 |
| 20 | Learning local shape descriptors for computing non-rigid dense correspondence. Computational Visual Media, 2020, 6, 95-112. | 17.5 | 12 |
| 21 | Cut-enhanced PolyCube-maps for feature-aware all-hex meshing. ACM Transactions on Graphics, 2020, 39, . | 7.2 | 22 |
| 22 | Robustly computing restricted Voronoi diagrams (RVD) on thin-plate models. Computer Aided Geometric Design, 2020, 79, 101848. | 1.2 | 12 |
| 23 | Reflection Removal via Realistic Training Data Generation. , 2020, , . | | 1 |
| 24 | Using Convex Hull for Fast and Accurate Ellipse Detection. , 2020, , . | | 0 |
| 25 | Blending Surface Segmentation and Editing for 3D Models. IEEE Transactions on Visualization and Computer Graphics, 2020, PP, 1-1. | 4.4 | 5 |
| 26 | MGCN. ACM Transactions on Graphics, 2020, 39, . | 7.2 | 14 |
| 27 | Isotropic Surface Remeshing without Large and Small Angles. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2430-2442. | 4.4 | 23 |
| 28 | A Semi-Explicit Surface Tracking Mechanism for Multi-Phase Immiscible Liquids. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 2873-2885. | 4.4 | 2 |
| 29 | Impact of Data Preparation and CNN's First Layer on Performance of Image Forensics: A Case Study of Detecting Colorized Images. , 2019, , . | | 3 |
| 30 | Near support-free multi-directional 3D printing via global-optimal decomposition. Graphical Models, 2019, 104, 101034. | 2.4 | 27 |
| 31 | Fast and Error-Bounded Space-Variant Bilateral Filtering. Journal of Computer Science and Technology, 2019, 34, 550-568. | 1.5 | 6 |
| 32 | Selection Expressions for Procedural Modeling. IEEE Transactions on Visualization and Computer Graphics, 2019, 26, 1-1. | 4.4 | 1 |
| 33 | Consistently fitting orthopedic casts. Computer Aided Geometric Design, 2019, 71, 130-141. | 1.2 | 6 |
| 34 | A Robust Local Spectral Descriptor for Matching Non-Rigid Shapes With Incompatible Shape Structures. , 2019, , . | | 12 |
| 35 | Computing 3D Clipped Voronoi Diagrams on GPU. , 2019, , . | | 2 |
| 36 | Anisotropic Surface Remeshing without Obtuse Angles. Computer Graphics Forum, 2019, 38, 755-763. | 3.0 | 2 |

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|----|---|------|-----------|
| 37 | Automatic and high-quality surface mesh generation for CAD models. CAD Computer Aided Design, 2019, 109, 49-59. | 2.7 | 27 |
| 38 | Field-aligned Isotropic Surface Remeshing. Computer Graphics Forum, 2018, 37, 343-357. | 3.0 | 15 |
| 39 | Robust Tracking Through the Design of High Quality Fiducial Markers: An Optimization Tool for ARToolKit. IEEE Access, 2018, 6, 22421-22433. | 4.2 | 21 |
| 40 | Surface remeshing with robust user-guided segmentation. Computational Visual Media, 2018, 4, 113-122. | 17.5 | 12 |
| 41 | Generating hybrid interior structure for 3D printing. Computer Aided Geometric Design, 2018, 62, 63-72. | 1.2 | 11 |
| 42 | Fold and fit: Space conserving shape editing. Computers and Graphics, 2018, 70, 316-326. | 2.5 | 3 |
| 43 | High-quality 2D mesh generation without obtuse and small angles. Computers and Mathematics With Applications, 2018, 75, 582-595. | 2.7 | 7 |
| 44 | Instant Stippling on 3D Scenes. Computer Graphics Forum, 2018, 37, 255-266. | 3.0 | 5 |
| 45 | Frontiers in biomolecular mesh generation and molecular visualization systems. Visual Computing for Industry, Biomedicine, and Art, 2018, 1, 7. | 3.7 | 5 |
| 46 | Learning 3D Keypoint Descriptors for Non-rigid Shape Matching. Lecture Notes in Computer Science, 2018, , 3-20. | 1.3 | 20 |
| 47 | Molecular Surface Remeshing with Local Region Refinement. International Journal of Molecular Sciences, 2018, 19, 1383. | 4.1 | 8 |
| 48 | Distinguishing Between Natural and Computer-Generated Images Using Convolutional Neural Networks. IEEE Transactions on Information Forensics and Security, 2018, 13, 2772-2787. | 6.9 | 81 |
| 49 | Improving regularity of the centoridal voronoi tessellation. , 2018, , . | | 2 |
| 50 | Error-Bounded and Feature Preserving Surface Remeshing with Minimal Angle Improvement. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 2560-2573. | 4.4 | 43 |
| 51 | A Simple Push-Pull Algorithm for Blue-Noise Sampling. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 2496-2508. | 4.4 | 32 |
| 52 | Obtuse triangle elimination for isotropic remeshing. , 2017, , . | | 1 |
| 53 | Maximal Poisson-disk sampling by sampling radius optimization. Scientia Sinica Informationis, 2017, 47, 442-454. | 0.4 | 0 |
| 54 | Low-discrepancy blue noise sampling. ACM Transactions on Graphics, 2016, 35, 1-13. | 7.2 | 32 |

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|----|---|------|-----------|
| 55 | Maximal poisson-disk sampling via sampling radius optimization. , 2016, , . | | 3 |
| 56 | Obtuse triangle removal for 2D mesh generation. , 2016, , . | | 0 |
| 57 | Symmetrization of facade layouts. Graphical Models, 2016, 85, 11-21. | 2.4 | 4 |
| 58 | Disk Density Tuning of a Maximal Random Packing. Computer Graphics Forum, 2016, 35, 259-269. | 3.0 | 8 |
| 59 | Analyzing surface sampling patterns using the localized pair correlation function. Computational Visual Media, 2016, 2, 219-230. | 17.5 | 1 |
| 60 | Feature-aware natural texture synthesis. Visual Computer, 2016, 32, 43-55. | 3.5 | 6 |
| 61 | Automatic Constraint Detection for 2D Layout Regularization. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 1933-1944. | 4.4 | 8 |
| 62 | Tetrahedral meshing via maximal Poisson-disk sampling. Computer Aided Geometric Design, 2016, 43, 186-199. | 1.2 | 9 |
| 63 | Non-Obtuse Remeshing with Centroidal Voronoi Tessellation. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 2136-2144. | 4.4 | 35 |
| 64 | Capacity constrained blue-noise sampling on surfaces. Computers and Graphics, 2016, 55, 44-54. | 2.5 | 12 |
| 65 | Computational network design from functional specifications. ACM Transactions on Graphics, 2016, 35, 1-12. | 7.2 | 27 |
| 66 | CAD Parts-Based Assembly Modeling by Probabilistic Reasoning. , 2015, , . | | 2 |
| 67 | Facade Layout Symmetrization. , 2015, , . | | 0 |
| 68 | A Survey of Blue-Noise Sampling and Its Applications. Journal of Computer Science and Technology, 2015, 30, 439-452. | 1.5 | 48 |
| 69 | Patch layout generation by detecting feature networks. Computers and Graphics, 2015, 46, 275-282. | 2.5 | 9 |
| 70 | Efficient maximal Poisson-disk sampling and remeshing on surfaces. Computers and Graphics, 2015, 46, 72-79. | 2.5 | 34 |
| 71 | Wall grid structure for interior scene synthesis. Computers and Graphics, 2015, 46, 231-243. | 2.5 | 8 |
| 72 | Inverse procedural modeling of facade layouts. ACM Transactions on Graphics, 2014, 33, 1-10. | 7.2 | 57 |

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|----|---|-----|-----------|
| 73 | Unbiased Sampling and Meshing of Isosurfaces. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1579-1589. | 4.4 | 4 |
| 74 | Low-Resolution Remeshing Using the Localized Restricted Voronoi Diagram. IEEE Transactions on Visualization and Computer Graphics, 2014, 20, 1418-1427. | 4.4 | 43 |
| 75 | Fitting polynomial surfaces to triangular meshes with Voronoi squared distance minimization. Engineering With Computers, 2014, 30, 289-300. | 6.1 | 7 |
| 76 | Efficient triangulation of Poisson-disk sampled point sets. Visual Computer, 2014, 30, 773-785. | 3.5 | 8 |
| 77 | Blueâ€Noise Remeshing with Farthest Point Optimization. Computer Graphics Forum, 2014, 33, 167-176. | 3.0 | 21 |
| 78 | Generating and exploring good building layouts. ACM Transactions on Graphics, 2013, 32, 1-10. | 7.2 | 72 |
| 79 | Efficient computation of clipped Voronoi diagram for mesh generation. CAD Computer Aided Design, 2013, 45, 843-852. | 2.7 | 64 |
| 80 | Illustrating the disassembly of 3D models. Computers and Graphics, 2013, 37, 574-581. | 2.5 | 16 |
| 81 | Illustrating how mechanical assemblies work. Communications of the ACM, 2013, 56, 106-114. | 4.5 | 15 |
| 82 | Gap processing for adaptive maximal poisson-disk sampling. ACM Transactions on Graphics, 2013, 32, 1-15. | 7.2 | 55 |
| 83 | Adaptive maximal Poisson-disk sampling on surfaces. , 2012, , . | | 7 |
| 84 | Acquiring 3D indoor environments with variability and repetition. ACM Transactions on Graphics, 2012, 31, 1-11. | 7.2 | 128 |
| 85 | Variational mesh segmentation via quadric surface fitting. CAD Computer Aided Design, 2012, 44, 1072-1082. | 2.7 | 96 |
| 86 | Computing 2D Periodic Centroidal Voronoi Tessellation. , 2011, , . | | 13 |
| 87 | Obtuse triangle suppression in anisotropic meshes. Computer Aided Geometric Design, 2011, 28, 537-548. | 1.2 | 15 |
| 88 | Illustrating how mechanical assemblies work. ACM Transactions on Graphics, 2010, 29, 1-12. | 7.2 | 70 |
| 89 | Efficient Computation of 3D Clipped Voronoi Diagram. Lecture Notes in Computer Science, 2010, , 269-282. | 1.3 | 27 |
| 90 | On centroidal voronoi tessellationâ€™energy smoothness and fast computation. ACM Transactions on Graphics, 2009, 28, 1-17. | 7.2 | 230 |

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|----|---|-----|-----------|
| 91 | Isotropic Remeshing with Fast and Exact Computation of Restricted Voronoi Diagram. Computer Graphics Forum, 2009, 28, 1445-1454. | 3.0 | 142 |
| 92 | Efficient and robust reconstruction of botanical branching structure from laser scanned points. , 2009, , . | | 27 |
| 93 | Fitting Sharp Features with Loop Subdivision Surfaces. Computer Graphics Forum, 2008, 27, 1383-1391. | 3.0 | 12 |
| 94 | Silhouette Smoothing for Real-Time Rendering of Mesh Surfaces. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 640-652. | 4.4 | 5 |
| 95 | A quasi-Monte Carlo method for computing areas of point-sampled surfaces. CAD Computer Aided Design, 2006, 38, 55-68. | 2.7 | 21 |
| 96 | Quadric Surface Extraction by Variational Shape Approximation. Lecture Notes in Computer Science, 2006, , 73-86. | 1.3 | 50 |