

Rossignac's citations (google scholar including [patents](#) and [older papers](#)): h-index=48

#	Citations	Year	Title
1	888	1993	Multi-resolution 3D approximations for rendering complex scenes
2	757	1998	Geometric Compression through Topological Surgery
3	637	1999	Edgebreaker: Connectivity compression for triangle meshes
4	401	2000	Compressed Progressive Meshes
5	352	1996	Full-range approximation of triangulated polyhedra
6	256	1989	<a href="#">SGC: A Dimension-independent Model for Pointsets with Internal Structures and Incomplete Boundaries</a>
7	232	1986	<a href="#">Offsetting operations in solid modelling</a>
8	199	1998	Geometry coding and VRML
9	188	1992	Solid-interpolating deformations: construction and animation of PIPS
10	169	1992	Solid modeling and beyond
11	167	1984	<a href="#">Constant-radius blending in solid modeling</a>
12	138	2003	Dynapack: space-time compression of the 3D animations of triangle meshes with fixed connectivity
13	125	2008	An unconditionally stable MacCormack method
14	112	2003	Blowing Bubbles for Multi-Scale Analysis and Decomposition of Triangle Meshes
15	111	1996	Constructive non-regularized geometry
16	111	2003	Twister: a space-warp operator for the two-handed editing of 3D shapes
17	110	2001	3D Compression Made Simple: Edgebreaker on a Corner-Table
18	105	1999	<a href="#">Guaranteed 3.67V bit Encoding of Planar Triangle Graphs</a>
19	104	1992	Interactive inspection of solids: cross-sections and interferences
20	92	1990	Issues on feature-based editing and interrogation of solid models
21	90	2004	Plumber: a method for a multi-scale decomposition of 3D shapes into tubular primitives and bodies
22	89	1989	Interactive Design with Sequences of Parameterized Transformations
23	82	1987	Constraints in constructive solid geometry
24	82	2002	Wrap&Zip decompression of the connectivity of triangle meshes compressed with EdgeBreaker
25	81	1999	Grow & fold: compression of tetrahedral meshes
26	79	1998	<a href="#">Hotlinks between an annotation window and graphics window for interactive 3D graphics (patent)</a>
27	74	1989	Active zones in CSG for accelerating boundary evaluation, redundancy elimination, interference detection, and shading alg
28	73	1987	Piecewise-circular curved for geometric modeling
29	71	1999	Matchmaker: Manifold BReps for non-manifold r-sets
30	66	1986	Depth-Buffering Display Techniques for Constructive Solid Geometry
31	64	1995	<a href="#">Direct display of CSG expression by use of depth buffers (patent)</a>
32	63	2001	An Edgebreaker-based efficient compression scheme for regular meshes
33	61	1999	Connectivity Compression for Irregular Quadrilateral Meshes
34	61	2007	Advections with significantly reduced dissipation and diffusion
35	60	2000	Connectivity compression for irregular quadrilateral meshes
36	60	2005	Error-resilient transmission of 3D models
37	59	1986	Blending and offsetting solid models
38	58	2007	Simulation of bubbles in foam with the volume control method
39	55	1998	Hotlinks between annotation and graphics (patent)
40	54	1995	Multi-resolution graphic representation (patent)
41	54	1995	<a href="#">Multi-resolution graphic representation employing at least one simplified model for interactive visualization... (patent)</a>
42	54	2003	Collision prediction for polyhedra under screw motions
43	53	1996	A road map to solid modeling
44	53	1994	AGRELS and BIPs: Metamorphosis as a Bezier curve in the space of polyhedra
45	52	1999	3D Geometry Compression (SIGGRAPH course)
46	52	2005	Blister: GPU-based rendering of Boolean combinations of free-form triangulated shapes
47	49	1995	Direct display of CSG expression by use of depth buffer (patent)
48	48	2002	Edgebreaker: a simple compression for surfaces with handles
49	48	2005	<a href="#">Flowfixer: Using BFEC for fluid simulation</a>
50	47	2002	<a href="#">Piecewise Regular Meshes: Construction and Compression</a>