

Shuchang Xu

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/10240153/publications.pdf>

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18
papers

112
citations

2682572

2
h-index

2917675

2
g-index

19
all docs

19
docs citations

19
times ranked

136
citing authors

#	ARTICLE	IF	CITATIONS
1	Improving Reference-Based Image Colorization For Line Arts Via Feature Aggregation And Contrastive Learning. , 2022, , .		1
2	Palette-Based Recoloring of Natural Images Under Different Illumination. , 2021, , .		2
3	The Resource Databases Management System of New Fundamental Surveying Based on Integrating Multi-Source Information. , 2021, , .		0
4	A Pixel image generation algorithm based on CycleGAN. , 2021, , .		2
5	Reconstructing HDR image of high color fidelity using Generative Adversarial Networks. , 2021, , .		0
6	Design and Implementation of Key Modules for B2B Cross-Border E-Commerce Platform. Advances in Intelligent Systems and Computing, 2019, , 195-203.	0.6	0
7	Separating Skin Surface Reflection Component from Single Color Image. Lecture Notes in Computer Science, 2019, , 400-409.	1.3	0
8	The virtual composing system for museum based on augmented reality technology. , 2018, , .		0
9	Robust efficient estimation of heart rate pulse from video. Biomedical Optics Express, 2014, 5, 1124.	2.9	71
10	Wrist Recognition and the Center of the Palm Estimation Based on Depth Camera. , 2013, , .		9
11	Robust visual tracking via weighted incremental subspace learning. , 2010, , .		1
12	An Algorithm for Object Tracking Based on Incremental Non-negative Matrix Factorization. Jisuanji Fuzhu Sheji Yu Tuxingxue Xuebao/Journal of Computer-Aided Design and Computer Graphics, 2010, 22, 972-977.	0.2	0
13	Structure of the design thinking network. , 2009, , .		3
14	Research on H.264/SVC compressed video communication in 3G. , 2009, , .		4
15	H.264/SVC error resilience strategies for 3G video service. , 2009, , .		6
16	Automatic skin decomposition based on single image. Computer Vision and Image Understanding, 2008, 110, 1-6.	4.7	11
17	Uniform color transfer. , 2005, , .		1
18	TIPTAB: A tangible interactive projection tabletop for virtual experiments. Computer Applications in Engineering Education, 0, , .	3.4	1