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List of Publications by Year in descending order

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19
papers

236
citations

1478280

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h-index

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docs citations

19
times ranked

240
citing authors

#	ARTICLE	IF	CITATIONS
1	PÈ: Late-News Poster: Depth Guided and Blur Aware Optimization for Multi-Layer Light Field 3D Display. Digest of Technical Papers SID International Symposium, 2019, 50, 1565-1568.	0.1	0
2	Saliency Guided Depth Calibration for Perceptually Optimized Compressive Light Field 3D Display. , 2018, , .		11
3	One-stop measurement model for fast and accurate tensor display characterization. Journal of the Optical Society of America A: Optics and Image Science, and Vision, 2018, 35, 346.	0.8	7
4	Compressed-domain Video Synopsis via 3D Graph Cut and Blank Frame Deletion. , 2017, , .		6
5	Efficient directional and L1-optimized intra-prediction for light field image compression. , 2017, , .		9
6	19-5L: Late-News Paper: Perceptually Optimized Dual-layer Light Field 3D Display Using a Moirä-aware Compressive Factorization. Digest of Technical Papers SID International Symposium, 2016, 47, 235-238.	0.1	4
7	Quality of experience measurement for light field 3D displays on multilayer LCDs. Journal of the Society for Information Display, 2016, 24, 726-740.	0.8	15
8	Multi-layer light field display characterisation. , 2016, , .		4
9	Depth image in-loop filter via graph cut. , 2016, , .		1
10	Moirä-reduction method for slanted-lenticular-based quasi-three-dimensional displays. Optics Communications, 2016, 381, 314-322.	1.0	10
11	L1-optimized linear prediction for light field image compression. , 2016, , .		14
12	Glasses-free light field 3D display. , 2015, , .		2
13	Two-layer optimized light field display using depth initialization. , 2015, , .		4
14	PO: Maximizing the 2D Viewing Field of a Computational Two-Layer Light Field 3D Display. Digest of Technical Papers SID International Symposium, 2015, 46, 1440-1443.	0.1	5
15	3D hybrid just noticeable distortion modeling for depth image-based rendering. Multimedia Tools and Applications, 2015, 74, 10457-10478.	2.6	4
16	Trilateral constrained sparse representation for Kinect depth hole filling. Pattern Recognition Letters, 2015, 65, 95-102.	2.6	18
17	Face Hallucination Via Weighted Adaptive Sparse Regularization. IEEE Transactions on Circuits and Systems for Video Technology, 2014, 24, 802-813.	5.6	86
18	Fast Synopsis for Moving Objects Using Compressed Video. IEEE Signal Processing Letters, 2014, 21, 834-838.	2.1	29

#	ARTICLE	IF	CITATIONS
19	Background modeling using Local Binary Patterns Of Motion Vector. , 2012, , .		7