Adrian Dziembowski

List of Publications by Year
in descending order

		2257833	2272820
25 papers	**233** citations	**3** h-index	**4** g-index
25 all docs	**25** docs citations	**25** times ranked	**121** citing authors

#	Article	IF	Citations
1	MPEG Immersive Video Coding Standard. Proceedings of the IEEE, 2021, 109, 1521-1536.	16.4	64
2	A Free-Viewpoint Television System for Horizontal Virtual Navigation. IEEE Transactions on Multimedia, 2018, 20, 2182-2195.	5.2	55
3	Multiview synthesis â€" Improved view synthesis for virtual navigation. , 2016, , .		18
4	A practical approach to acquisition and processing of free viewpoint video. , 2015, , .		14
5	Depth Map Refinement for Immersive Video. IEEE Access, 2021, 9, 10778-10788.	2.6	12
6	The influence of a lossy compression on the quality of estimated depth maps. , 2016, , .		7
7	Virtual View Synthesis for 3DoF+ Video. , 2019, , .		7
8	Experiments on acquisition and processing of video for free-viewpoint television. , 2014, , .		6
9	New results in free-viewpoint television systems for horizontal virtual navigation. , 2016, , .		6
10	Demonstration of a simple free viewpoint television system. , 2017, , .		5
11	ADAPTIVE COLOR CORRECTION IN VIRTUAL VIEW SYNTHESIS. , 2018, , .		5
12	View Selection for Virtual View Synthesis in Free Navigation Systems. , 2018, , .		5
13	Impact of Video Streaming Delay on User Experience with Head-Mounted Displays. , 2019, , .		5
14	Graph-based multiview depth estimation using segmentation. , 2017, , .		4
15	Color Correction for Immersive Video Applications. IEEE Access, 2021, 9, 75626-75640.	2.6	4
16	Methods of high efficiency compression for transmission of spatial representation of motion scenes. , 2015, , .		3
17	Optimization of camera positions for free-navigation applications. , 2016, , .		3
18	Depth map upsampling and refinement for FTV systems. , 2016, , .		2

#	Article	IF	Citations
19	Omnidirectional View Synthesis and Test Images. , 2018, , .		2
20	Real-Time CPU-Based Virtual View Synthesis. , 2018, , .		2
21	Recursive block splitting in feature–driven decoder–side depth estimation. ETRI Journal, 0, , .	1.2	2
22	Enhancing view synthesis with image and depth map upsampling. , 2017, , .		1
23	Fast View Synthesis for Immersive Video Systems. , 0, , .		1
24	Temporal enhancement of graph-based depth estimation method. , 2017, , .		0
25	Real-Time Virtual Navigation Provision by Simple Means. , 2018, , .		0