

Adrian Dziembowski

List of Publications by Year in descending order

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121
citing authors

#	ARTICLE	IF	CITATIONS
1	Depth Map Refinement for Immersive Video. IEEE Access, 2021, 9, 10778-10788.	2.6	12
2	Color Correction for Immersive Video Applications. IEEE Access, 2021, 9, 75626-75640.	2.6	4
3	MPEG Immersive Video Coding Standard. Proceedings of the IEEE, 2021, 109, 1521-1536.	16.4	64
4	Virtual View Synthesis for 3DoF+ Video. , 2019, , .		7
5	Impact of Video Streaming Delay on User Experience with Head-Mounted Displays. , 2019, , .		5
6	A Free-Viewpoint Television System for Horizontal Virtual Navigation. IEEE Transactions on Multimedia, 2018, 20, 2182-2195.	5.2	55
7	Real-Time Virtual Navigation Provision by Simple Means. , 2018, , .		0
8	ADAPTIVE COLOR CORRECTION IN VIRTUAL VIEW SYNTHESIS. , 2018, , .		5
9	Omnidirectional View Synthesis and Test Images. , 2018, , .		2
10	Real-Time CPU-Based Virtual View Synthesis. , 2018, , .		2
11	View Selection for Virtual View Synthesis in Free Navigation Systems. , 2018, , .		5
12	Enhancing view synthesis with image and depth map upsampling. , 2017, , .		1
13	Temporal enhancement of graph-based depth estimation method. , 2017, , .		0
14	Demonstration of a simple free viewpoint television system. , 2017, , .		5
15	Graph-based multiview depth estimation using segmentation. , 2017, , .		4
16	The influence of a lossy compression on the quality of estimated depth maps. , 2016, , .		7
17	New results in free-viewpoint television systems for horizontal virtual navigation. , 2016, , .		6
18	Depth map upsampling and refinement for FTV systems. , 2016, , .		2

#	ARTICLE	IF	CITATIONS
19	Optimization of camera positions for free-navigation applications. , 2016, , .		3
20	Multiview synthesis â€” Improved view synthesis for virtual navigation. , 2016, , .		18
21	Methods of high efficiency compression for transmission of spatial representation of motion scenes. , 2015, , .		3
22	A practical approach to acquisition and processing of free viewpoint video. , 2015, , .		14
23	Experiments on acquisition and processing of video for free-viewpoint television. , 2014, , .		6
24	Fast View Synthesis for Immersive Video Systems. , 0, , .		1
25	Recursive block splitting in featureâ€driven decoderâ€side depth estimation. ETRI Journal, 0, , .	1.2	2