

# Haeyoung Lee

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/11782857/publications.pdf>

Version: 2024-02-01

16  
papers

164  
citations

1478505

6  
h-index

1199594

12  
g-index

17  
all docs

17  
docs citations

17  
times ranked

83  
citing authors

#	ARTICLE	IF	CITATIONS
1	Synchronous Sharing of Lecture Slides and Photo Messaging during Real-Time Online Classes. IEICE Transactions on Information and Systems, 2022, E105.D, 1348-1351.	0.7	0
2	A Framework for Synchronous Remote Online Exams. IEICE Transactions on Information and Systems, 2022, E105.D, 1343-1347.	0.7	0
3	APS: Audience Presentation System Using Mobile Devices. IEICE Transactions on Information and Systems, 2019, E102.D, 1887-1889.	0.7	2
4	Data Hiding in Spatial Color Images on Smartphones by Adaptive R-G-B LSB Replacement. IEICE Transactions on Information and Systems, 2018, E101.D, 2163-2167.	0.7	3
5	A Practical System for Instant 3D Games Using Quizzes. IEICE Transactions on Information and Systems, 2016, E99.D, 424-434.	0.7	1
6	A hierarchical framework for large 3D mesh streaming on mobile systems. Multimedia Tools and Applications, 2016, 75, 1983-2004.	3.9	3
7	SmartUI: Resource-Saving and Editable Smartphone User Interface for Fast Remote PC Control. IEICE Transactions on Information and Systems, 2016, E99.D, 1852-1861.	0.7	2
8	Interactive progressive image transmission for realtime applications. IEEE Transactions on Consumer Electronics, 2010, 56, 2438-2444.	3.6	8
9	Random Accessible Mesh Compression Using Mesh Chartification. IEEE Transactions on Visualization and Computer Graphics, 2009, 15, 160-173.	4.4	26
10	A distance-based compression of 3D meshes for mobile devices. IEEE Transactions on Consumer Electronics, 2008, 54, 1398-1405.	3.6	6
11	Parameterization of 3D Surface Patches by Straightest Distances. Lecture Notes in Computer Science, 2007, , 73-80.	1.3	2
12	Interactive Composition of 3D Faces for Virtual Characters. , 2007, , 182-190.		0
13	Geodesics-based one-to-one parameterization of 3D triangle meshes. IEEE MultiMedia, 2005, 12, 27-33.	1.7	18
14	Progressive encoding of complex isosurfaces. , 2003, , .		23
15	Progressive encoding of complex isosurfaces. ACM Transactions on Graphics, 2003, 22, 471-476.	7.2	20
16	Angle-Analyzer: A Triangle-Quad Mesh Codec. Computer Graphics Forum, 2002, 21, 383-392.	3.0	44