Tat-Jen Cham

List of Publications by Year
in descending order

71 papers	2,043 citations	759055 12 h-index	642610 23 g-index
73 all docs	73 docs citations	73 times ranked	1427 citing authors

#	Article	IF	Citations
1	Pluralistic Image Completion. , 2019, , .		301
2	Exploiting Spatial-Temporal Relationships for 3D Pose Estimation via Graph Convolutional Networks. , 2019, , .		249
3	A dynamic Bayesian network approach to figure tracking using learned dynamic models. , 1999, , .		158
4	Large-Margin Multi-Modal Deep Learning for RGB-D Object Recognition. IEEE Transactions on Multimedia, 2015, 17, 1887-1898.	5.2	133
5	A multiple hypothesis approach to figure tracking. , 0, , .		103
6	Fast training and selection of Haar features using statistics in boosting-based face detection. , 2007, , .		78
7	The Spatially-Correlative Loss for Various Image Translation Tasks. , 2021, , .		59
8	MMSS: Multi-modal Sharable and Specific Feature Learning for RGB-D Object Recognition. , 2015, , .		57
9	Learning Progressive Joint Propagation for Human Motion Prediction. Lecture Notes in Computer Science, 2020, , 226-242.	1.0	56
10	Fast polygonal integration and its application in extending haar-like features to improve object detection. , 2010, , .		54
11	Symmetry detection through local skewed symmetries. Image and Vision Computing, 1995, 13, 439-450.	2.7	51
12	Estimating camera pose from a single urban ground-view omnidirectional image and a 2D building outline map. , 2010, , .		47
13	Face and Human Gait Recognition Using Image-to-Class Distance. IEEE Transactions on Circuits and Systems for Video Technology, 2010, 20, 431-438.	5.6	45
14	T^{2}Net: Synthetic-to-Realistic Translation for Solving Single-Image Depth Estimation Tasks. Lecture Notes in Computer Science, 2018, , 798-814.	1.0	43
15	Modality and Component Aware Feature Fusion for RGB-D Scene Classification. , 2016, , .		41
16	Dynamic shadow elimination for multi-projector displays. , 0, , .		39
17	Towards a Switchable AR/VR Near-eye Display with Accommodation-Vergence and Eyeglass Prescription Support. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 3114-3124.	2.9	33
18	Online Learning Asymmetric Boosted Classifiers for Object Detection. , 2007, , .		32

#	Article	IF	Citations
19	Image Pre-Conditioning for Out-of-Focus Projector Blur. , 0, , .		30
20	Near Duplicate Identification With Spatially Aligned Pyramid Matching. IEEE Transactions on Circuits and Systems for Video Technology, 2010, 20, 1068-1079.	5.6	27
21	Detection with multi-exit asymmetric boosting. , 2008, , .		25
22	Unsupervised Joint Feature Learning and Encoding for RGB-D Scene Labeling. IEEE Transactions on Image Processing, 2015, 24, 4459-4473.	6.0	23
23	A Unified 3D Human Motion Synthesis Model via Conditional Variational Auto-Encoder. , 2021, , .		23
24	Stereo coupled active contours. , 0, , .		21
25	Conditional adversarial synthesis of 3D facial action units. Neurocomputing, 2019, 355, 200-208.	3.5	20
26	A statistical framework for long-range feature matching in uncalibrated image mosaicing. , 0, , .		19
27	Reconstruction of 3D figure motion from 2D correspondences. , 0, , .		18
28	Shading-Based Surface Detail Recovery Under General Unknown Illumination. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2018, 40, 423-436.	9.7	16
29	GeoConv: Geodesic guided convolution for facial action unit recognition. Pattern Recognition, 2022, 122, 108355.	5.1	14
30	Shadow Elimination and Blinding Light Suppression for Interactive Projected Displays. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 508-517.	2.9	13
31	A color-guided, region-adaptive and depth-selective unified framework for Kinect depth recovery. , 2013, , .		13
32	Recovering Surface Details under General Unknown Illumination Using Shading and Coarse Multi-view Stereo. , 2014, , .		13
33	Real-Time and Temporal-Coherent Foreground Extraction With Commodity RGBD Camera. IEEE Journal on Selected Topics in Signal Processing, 2015, 9, 449-461.	7.3	12
34	Geometric saliency of curve correspondences and grouping of symmetric contours. Lecture Notes in Computer Science, 1996, , 385-398.	1.0	11
35	A Generative Model for Depth-Based Robust 3D Facial Pose Tracking. , 2017, , .		11
36	Near duplicate image identification with patially Aligned Pyramid Matching. , 2008, , .		9

#	Article	IF	Citations
37	Kinect Shadow Detection and Classification. , 2013, , .		9
38	Objects co-segmentation: Propagated from simpler images. , 2015, , .		9
39	Robust real-time performance-driven 3D face tracking. , 2016, , .		9
40	Unconstrained Facial Action Unit Detection via Latent Feature Domain. IEEE Transactions on Affective Computing, 2022, 13, 1111-1126.	5.7	8
41	Pluralistic Free-Form Image Completion. International Journal of Computer Vision, 2021, 129, 2786-2805.	10.9	8
42	Learning Feature Distance Measures for Image Correspondences. , 0, , .		7
43	A Theory for Photometric Self-Calibration of Multiple Overlapping Projectors and Cameras. , 0, , .		7
44	Shadow elimination and occluder light suppression for multi-projector displays. , 0, , .		6
45	Real-time 3D Face-Eye Performance Capture of a Person Wearing VR Headset. , 2018, , .		6
46	Structure-Aware Multimodal Feature Fusion for RGB-D Scene Classification and Beyond. ACM Transactions on Multimedia Computing, Communications and Applications, 2018, 14, 1-22.	3.0	6
47	Visibility Constrained Generative Model for Depth-Based 3D Facial Pose Tracking. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2019, 41, 1994-2007.	9.7	6
48	Skewed Symmetry Detection Through Local Skewed Symmetries. , 1994, , .		6
49	Projected light displays using visual feedback. , 0, , .		5
50	Analogous view transfer for gaze correction in video sequences. , 0, , .		5
51	Recovering facial reflectance and geometry from multi-view images. Image and Vision Computing, 2020, 96, 103897.	2.7	5
52	Towards Eyeglass-style Holographic Near-eye Displays with Statically. , 2020, , .		5
53	Video-based Human Action Classi.cation with Ambiguous Correspondences. , 0, , .		4
54	Multiple consumer-grade depth camera registration using everydayÂobjects. Image and Vision Computing, 2017, 62, 1-7.	2.7	4

#	Article	IF	Citations
55	FaceCollage. , 2017, , .		4
56	Shadingâ€Based Surface Recovery Using Subdivisionâ€Based Representation. Computer Graphics Forum, 2019, 38, 417-428.	1.8	4
57	Scene recognition by semantic visual words. Signal, Image and Video Processing, 2015, 9, 1935-1944.	1.7	3
58	Towards Efficient 3D Calibration for Different Types of Multi-view Autostereoscopic 3D Displays. , 2018, , .		3
59	Halfâ€body Portrait Relighting with Overcomplete Lighting Representation. Computer Graphics Forum, 2021, 40, 371-381.	1.8	3
60	Visiting the Invisible: Layer-by-Layer Completed Scene Decomposition. International Journal of Computer Vision, 2021, 129, 3195-3215.	10.9	3
61	Dynamic feature ordering for efficient registration. , 1999, , .		2
62	Click4BuildingID@NTU: Click for Building Identification with GPS-enabled Camera Cell Phone. , 2007, , .		2
63	Video editing using figure tracking and image-based rendering. , 2000, , .		1
64	Self-calibrating camera-projector systems for interactive displays and presentations. , 0, , .		1
65	Incorporating local and global information using a novel distance function for scene recognition. , 2013, , .		1
66	A local approach to recovering global skewed symmetry. , 0, , .		0
67	Optimal Cascade Construction for Detection using 3D Models. , 2006, , .		0
68	High Distortion and Non-Structural Image Matching via Feature Co-occurrence. , 2007, , .		0
69	Estimating spatial layout of rooms from RGB-D videos. , 2014, , .		0
70	Steerable second order intensity features for pedestrian detection. , 2015, , .		0
71	SubdSH: Subdivision-based Spherical Harmonics Field for Real-time Shading-based Refinement under Challenging Unknown Illumination. , 2018, , .		0