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	Unconstrained Facial Action Unit Detection via Latent Feature Domain. IEEE Transactions on Affective Computing, 2022, 13, 1111-1126.	5.7	8
2	GeoConv: Geodesic guided convolution for facial action unit recognition. Pattern Recognition, 2022, 122, 108355.	5.1	14
3	Pluralistic Free-Form Image Completion. International Journal of Computer Vision, 2021, 129, 2786-2805.	10.9	8
4	Half‐body Portrait Relighting with Overcomplete Lighting Representation. Computer Graphics Forum, 2021, 40, 371-381.	1.8	3
5	Visiting the Invisible: Layer-by-Layer Completed Scene Decomposition. International Journal of Computer Vision, 2021, 129, 3195-3215.	10.9	3
6	The Spatially-Correlative Loss for Various Image Translation Tasks. , 2021, , .		59
7	A Unified 3D Human Motion Synthesis Model via Conditional Variational Auto-Encoder. , 2021, , .		23
8	Recovering facial reflectance and geometry from multi-view images. Image and Vision Computing, 2020, 96, 103897.	2.7	5
9	Learning Progressive Joint Propagation for Human Motion Prediction. Lecture Notes in Computer Science, 2020, , 226-242.	1.0	56
10	Towards Eyeglass-style Holographic Near-eye Displays with Statically. , 2020, , .		5
11	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
12	Conditional adversarial synthesis of 3D facial action units. Neurocomputing, 2019, 355, 200-208.	3.5	20
13	Shading‐Based Surface Recovery Using Subdivision‐Based Representation. Computer Graphics Forum, 2019, 38, 417-428.	1.8	4
14	Pluralistic Image Completion. , 2019, , .		301
15	Exploiting Spatial-Temporal Relationships for 3D Pose Estimation via Graph Convolutional Networks. , 2019, , .		249
16	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
17	Shading-Based Surface Detail Recovery Under General Unknown Illumination. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2018, 40, 423-436.	9.7	16
18	SubdSH: Subdivision-based Spherical Harmonics Field for Real-time Shading-based Refinement under Challenging Unknown Illumination. , 2018, , .		0

#	ARTICLE	IF	CITATIONS
19	Real-time 3D Face-Eye Performance Capture of a Person Wearing VR Headset. , 2018, , .		6
20	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
21	Towards Efficient 3D Calibration for Different Types of Multi-view Autostereoscopic 3D Displays. , 2018, , .		3
22	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
23	Multiple consumer-grade depth camera registration using everydayÂobjects. Image and Vision Computing, 2017, 62, 1-7.	2.7	4
24	FaceCollage. , 2017, , .		4
25	A Generative Model for Depth-Based Robust 3D Facial Pose Tracking. , 2017, , .		11
26	Modality and Component Aware Feature Fusion for RGB-D Scene Classification. , 2016, , .		41
27	Robust real-time performance-driven 3D face tracking. , 2016, , .		9
28	Steerable second order intensity features for pedestrian detection. , 2015, , .		0
29	MMSS: Multi-modal Sharable and Specific Feature Learning for RGB-D Object Recognition. , 2015, , .		57
30	Large-Margin Multi-Modal Deep Learning for RGB-D Object Recognition. IEEE Transactions on Multimedia, 2015, 17, 1887-1898.	5.2	133
31	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
32	Objects co-segmentation: Propagated from simpler images. , 2015, , .		9
33	Unsupervised Joint Feature Learning and Encoding for RGB-D Scene Labeling. IEEE Transactions on Image Processing, 2015, 24, 4459-4473.	6.0	23
34	Scene recognition by semantic visual words. Signal, Image and Video Processing, 2015, 9, 1935-1944.	1.7	3
35	Recovering Surface Details under General Unknown Illumination Using Shading and Coarse Multi-view Stereo. , 2014, , .		13
36	Estimating spatial layout of rooms from RGB-D videos. , 2014, , .		0

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37	Kinect Shadow Detection and Classification. , 2013, , .		9
38	Incorporating local and global information using a novel distance function for scene recognition. , 2013, , .		1
39	A color-guided, region-adaptive and depth-selective unified framework for Kinect depth recovery. , 2013, , .		13
40	Estimating camera pose from a single urban ground-view omnidirectional image and a 2D building outline map. , 2010, , .		47
41	Near Duplicate Identification With Spatially Aligned Pyramid Matching. IEEE Transactions on Circuits and Systems for Video Technology, 2010, 20, 1068-1079.	5.6	27
42	Fast polygonal integration and its application in extending haar-like features to improve object detection. , 2010, , .		54
43	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
44	Detection with multi-exit asymmetric boosting. , 2008, , .		25
45	Near duplicate image identification with patially Aligned Pyramid Matching. , 2008, , .		9
46	Online Learning Asymmetric Boosted Classifiers for Object Detection. , 2007, , .		32
47	Fast training and selection of Haar features using statistics in boosting-based face detection. , 2007, , .		78
48	High Distortion and Non-Structural Image Matching via Feature Co-occurrence. , 2007, , .		0
49	Shadow Elimination and Blinding Light Suppression for Interactive Projected Displays. IEEE Transactions on Visualization and Computer Graphics, 2007, 13, 508-517.	2.9	13
50	Click4BuildingID@NTU: Click for Building Identification with GPS-enabled Camera Cell Phone. , 2007, , .		2
51	Optimal Cascade Construction for Detection using 3D Models. , 2006, , .		0
52	Video editing using figure tracking and image-based rendering. , 2000, , .		1
53	Dynamic feature ordering for efficient registration. , 1999, , .		2
54	A dynamic Bayesian network approach to figure tracking using learned dynamic models. , 1999, , .		158

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55	Geometric saliency of curve correspondences and grouping of symmetric contours. Lecture Notes in Computer Science, 1996, , 385-398.	1.0	11
56	Symmetry detection through local skewed symmetries. Image and Vision Computing, 1995, 13, 439-450.	2.7	51
57	Skewed Symmetry Detection Through Local Skewed Symmetries. , 1994, , .		6
58	A local approach to recovering global skewed symmetry. , 0, , .		0
59	Stereo coupled active contours. , 0, , .		21
60	A statistical framework for long-range feature matching in uncalibrated image mosaicing. , 0, , .		19
61	A multiple hypothesis approach to figure tracking. , 0, , .		103
62	Self-calibrating camera-projector systems for interactive displays and presentations. , 0, , .		1
63	Dynamic shadow elimination for multi-projector displays. , 0, , .		39
64	Reconstruction of 3D figure motion from 2D correspondences. , 0, , .		18
65	Projected light displays using visual feedback. , 0, , .		5
66	Analogous view transfer for gaze correction in video sequences. , 0, , .		5
67	Shadow elimination and occluder light suppression for multi-projector displays. , 0, , .		6
68	Learning Feature Distance Measures for Image Correspondences. , 0, , .		7
69	Video-based Human Action Classi.cation with Ambiguous Correspondences. , 0, , .		4
70	A Theory for Photometric Self-Calibration of Multiple Overlapping Projectors and Cameras. , 0, , .		7
71	Image Pre-Conditioning for Out-of-Focus Projector Blur. , 0, , .		30