Hang Zhou

List of Publications by Year
in descending order

14	374	1040056 9	1058476 14
papers	citations	h-index	g-index

15	15	15	268
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Noise Simulation-Based Deep Optical Watermarking. Lecture Notes in Computer Science, 2022, , 283-298.	1.3	1
2	Reversible Data Hiding in JPEG Images Under Multi-Distortion Metric. IEEE Transactions on Circuits and Systems for Video Technology, 2021, 31, 3942-3953.	8.3	9
3	Feature-Preserving Tensor Voting Model for Mesh Steganalysis. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 57-67.	4.4	5
4	3D Print-Scan Resilient Localized Mesh Watermarking. , 2021, , .		3
5	Derivative-Based Steganographic Distortion and its Non-additive Extensions for Audio. IEEE Transactions on Circuits and Systems for Video Technology, 2020, 30, 2027-2032.	8.3	13
6	JPEG Steganography With Estimated Side-Information. IEEE Transactions on Circuits and Systems for Video Technology, 2020, 30, 2288-2294.	8.3	13
7	A Camera Shooting Resilient Watermarking Scheme for Underpainting Documents. IEEE Transactions on Circuits and Systems for Video Technology, 2020, 30, 4075-4089.	8.3	31
8	Designing Near-Optimal Steganographic Codes in Practice Based on Polar Codes. IEEE Transactions on Communications, 2020, 68, 3948-3962.	7.8	43
9	Screen-Shooting Resilient Watermarking. IEEE Transactions on Information Forensics and Security, 2019, 14, 1403-1418.	6.9	87
10	Distortion Design for Secure Adaptive 3-D Mesh Steganography. IEEE Transactions on Multimedia, 2019, 21, 1384-1398.	7.2	26
11	Reversible Data Hiding in Encrypted Three-Dimensional Mesh Models. IEEE Transactions on Multimedia, 2018, 20, 55-67.	7.2	85
12	Targeted attack and security enhancement on texture synthesis based steganography. Journal of Visual Communication and Image Representation, 2018, 54, 100-107.	2.8	7
13	Comments on â€œSteganography Using Reversible Texture Synthesisâ€. IEEE Transactions on Image Processing, 2017, 26, 1623-1625.	9.8	25
14	Robust Steganography Using Texture Synthesis. Smart Innovation, Systems and Technologies, 2017, , 25-33.	0.6	25