Chang-Jian Zhu

List of Publications by Year
in descending order

Source: https://exaly.com/author-pdf/2580195/publications.pdf

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		1937685	1720034
14	56	4	7
papers	citations	h-index	g-index

14	14	14	49
all docs	docs citations	times ranked	citing authors

#	Article	IF	Citations
1	Spectral analysis of image-based rendering data with scene geometry. Multimedia Systems, 2017, 23, 627-644.	4.7	12
2	Frequency Estimation of the Plenoptic Function Using the Autocorrelation Theorem. IEEE Transactions on Computational Imaging, 2017, 3, 966-981.	4.4	8
3	Frequency analysis of light field sampling for texture information. Optics Express, 2020, 28, 11548.	3.4	7
4	An occlusion model for improving rendering quality of view. , 2017, , .		5
5	A Noncoverage Field Model for Improving the Rendering Quality of Virtual Views. IEEE Transactions on Multimedia, 2018, 20, 738-753.	7.2	5
6	A Signal-Processing Framework for Occlusion of 3D Scene to Improve the Rendering Quality of Views. IEEE Transactions on Image Processing, 2020, 29, 8944-8959.	9.8	4
7	A Filter Structure for Arbitrary Re-Sampling Ratio Conversion of a Discrete Signal. Information (Switzerland), 2017, 8, 53.	2.9	3
8	Structure Models for Image-Assisted Geometry Measurement in Plenoptic Sampling. IEEE Transactions on Instrumentation and Measurement, 2018, 67, 150-166.	4.7	3
9	A Light Field Sparse and Reconstruction Framework for Improving Rendering Quality. IEEE Access, 2020, 8, 209308-209319.	4.2	2
10	Absolute phase unwrapping with SVM for fringeâ€projection profilometry. IET Image Processing, 2020, 14, 2645-2651.	2.5	2
11	An Occlusion Compensation Learning Framework for Improving the Rendering Quality of Light Field. IEEE Transactions on Neural Networks and Learning Systems, 2020, 32, 1-15.	11.3	2
12	Online Scheduling for Multi-Hops Wireless Networks With Security Constraints. IEEE Access, 2019, 7, 21409-21419.	4.2	1
13	A Discrete Cosine Model of Light Field Sampling for Improving Rendering Quality of Views. , 2020, , .		1
14	An Iterative Correction Phase of Light Field for Novel View Reconstruction. Lecture Notes in Computer Science, 2022, , 62-72.	1.3	1