Ming Ouhyoung

List of Publications by Year
in descending order

94 papers	2,301 citations	687363 13 h-index	580821 25 g-index
94 all docs	94 docs citations	94 times ranked	1462 citing authors

#	Article	IF	Citations
1	On Visual Similarity Based 3D Model Retrieval. Computer Graphics Forum, 2003, 22, 223-232.	3.0	1,119
2	A real-time continuous gesture recognition system for sign language. , 0, , .		227
3	Automatic Chinese food identification and quantity estimation. , 2012, , .		108
4	Facial performance synthesis using deformation-driven polynomial displacement maps. ACM Transactions on Graphics, 2008, 27, 1-10.	7.2	91
5	Personalized photograph ranking and selection system. , 2010, , .		75
6	The synthesis rules in a Chinese text-to-speech system. IEEE Transactions on Acoustics, Speech, and Signal Processing, 1989, 37, 1309-1320.	2.0	61
7	Cubical Marching Squares: Adaptive Feature Preserving Surface Extraction from Volume Data. Computer Graphics Forum, 2005, 24, 537-545.	3.0	51
8	A sign language recognition system using hidden markov model and context sensitive search. , 1996, , .		49
9	On latency compensation and its effects on head-motion trajectories in virtual environments. Visual Computer, 2000, 16, 79-90.	3.5	44
10	A web-based three-dimensional protein retrieval system by matching visual similarity. Bioinformatics, 2005, 21, 3056-3057.	4.1	41
11	Example‐based Multiple Local Color Transfer by Strokes. Computer Graphics Forum, 2008, 27, 1765-1772.	3.0	41
12	Domain connected graph: the skeleton of a closed 3D shape for animation. Visual Computer, 2006, 22, 117-135.	3.5	32
13	Skeleton extraction of 3D objects with radial basis functions. , 0, , .		27
14	Mirror MoCap: Automatic and efficient capture of dense 3D facial motion parameters from video. Visual Computer, 2005, 21, 355-372.	3.5	25
15	A shift-resisting public watermark system for protecting image processing software. IEEE Transactions on Consumer Electronics, 2000, 46, 404-414.	3.6	22
16	A low-cost force feedback joystick and its use in PC video games. IEEE Transactions on Consumer Electronics, 1995, 41, 787-794.	3.6	21
17	Extracting 3D facial animation parameters from multiview video clips. IEEE Computer Graphics and Applications, 2002, 22, 72-80.	1.2	19
18	Automatic animation skeleton using repulsive force field. , 0, , .		19

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19	Personalized Photograph Ranking and Selection System Considering Positive and Negative User Feedback. ACM Transactions on Multimedia Computing, Communications and Applications, 2014, 10, 1-20.	4.3	18
20	Stereoscopic 3D experience optimization using cropping and warping. , 2011, , .		15
21	Reducing The Latency In Head-Mounted Displays By A Novel Prediction Method Using Grey System Theory. Computer Graphics Forum, 1994, 13, 503-512.	3.0	14
22	A Real-time Continuous Alphabetic Sign Language to Speech Conversion VR System. Computer Graphics Forum, 1995, 14, 67-76.	3.0	14
23	CatAR. , 2018, , .		10
24	A Low-Cost Portable Polycamera for Stereoscopic 360° Imaging. IEEE Transactions on Circuits and Systems for Video Technology, 2019, 29, 915-929.	8.3	10
25	Chromirror. , 2008, , .		9
26	A Real-time Continuous Alphabetic Sign Language to Speech Conversion VR System. Computer Graphics Forum, 1995, 14, 67-76.	3.0	9
27	The design of a low cost motion chair for video games and MPEG video playback. IEEE Transactions on Consumer Electronics, 1996, 42, 991-997.	3.6	8
28	Motion Retargetting and Transition in Different Articulated Figures. , 0, , .		8
29	Reusable Radiosity Objects. Computer Graphics Forum, 1996, 15, 347-356.	3.0	7
30	A new architecture for a TV graphics animation module. IEEE Transactions on Consumer Electronics, 1993, 39, 795-800.	3.6	6
31	Image Talk: a real time synthetic talking head using one single image with Chinese text-to-speech capability. , 0, , .		6
32	A novel multimedia synchronization model and its applications in multimedia systems. IEEE Transactions on Consumer Electronics, 1995, 41, 12-22.	3.6	5
33	A three-dimensional muscle-based facial expression synthesizer for model-based image coding. Signal Processing: Image Communication, 1996, 8, 353-363.	3.2	5
34	On the effects of haptic display in brush and ink simulation for Chinese painting and calligraphy. , 0, , .		5
35	A Tool for Structure Alignment of Molecules. , 0, , .		5
36	Surface detail capturing for realistic facial animation. Journal of Computer Science and Technology, 2004, 19, 618-625.	1.5	5

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37	A Novel Audio/Video Synchronization Model and its Application in Multimedia Authoring System. , 1994, , .		4
38	JavaGL-a 3D graphics library in Java for Internet browsers. IEEE Transactions on Consumer Electronics, 1997, 43, 271-278.	3.6	4
39	Scope+. , 2015, , .		4
40	Cinematography tutorials in virtual reality. , 2017, , .		4
41	Novel multiresolution metrics for content-based image retrieval. , 0, , .		3
42	A speech driven talking head system based on a single face image. , 0, , .		3
43	An esthetics rule-based ranking system for amateur photos. , 2009, , .		3
44	Optimized anaglyph colorization. , 2012, , .		3
45	Scope+. , 2015, , .		3
46	AR filming. , 2017, , .		3
47	Perceptual-based CNN model for watercolor mixing prediction. , 2018, , .		3
48	A Force Feedback Joystick and Its Use in PC Video Games. , 0, , .		2
49	Efficient Multiresolution Scene Change Detection By Wavelet Transformation. , 1997, , .		2
50	Automatic feature extraction and face synthesis in facial image coding. , 0, , .		2
51	Molecular binding in structure-based drug design: a case study of the population-based annealing genetic algorithms. , 0, , .		2
52	A shift-resisting blind watermark system for panoramic images. , 0, , .		2
53	Unconventional approaches for facial animation and tracking. , 2012, , .		2
54	Effective omnistereo panorama video generation by deformable spheres. , 2017, , .		2

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55	Analyzing OpenCL 2.0 workloads using a heterogeneous CPU-GPU simulator. , 2017, , .		2
56	Progressive-CRF-net. , 2018, , .		2
57	Prong features detection of a 3D model based on the watershed algorithm. , 2004, , .		2
58	Impromptu conductor: a virtual reality system for music generation based on supervised learning. Displays, 1994, 15, 141-147.	3.7	1
59	Real-time 3-D head motion estimation in facial image coding. , 0, , .		1
60	Conceptual Farm. , 0, , .		1
61	Detail sculpting using cubical marching squares. , 2005, , .		1
62	Hand-shadow illusions and 3D DDR based on efficient model retrieval. , 2006, , .		1
63	Depth-based real time head pose tracking using 3D template matching. , 2012, , .		1
64	Deformation transfer based on stretchiness ratio. , 2013, , .		1
65	Cage-based deformation transfer using mass spring system. , 2014, , .		1
66	Segmentation based stereo matching using color grouping. , 2014, , .		1
67	ThirdEye. , 2016, , .		1
68	A novel dexterous instrument tracking system for augmented reality cataract surgery training system. , 2016, , .		1
69	Affordable system for measuring motion-to-photon latency of virtual reality in mobile devices. , 2017, , .		1
70	Smart album. , 2008, , .		1
71	A New Architecture For A TV Graphics Animation Module. , 0, , .		0
72	Software-Based Motion JPEG with Progressive Refinement for Computer Animation. , 1994, , .		0

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73	Software-based motion JPEG with progressive refinement for computer animation. IEEE Transactions on Consumer Electronics, 1994, 40, 557-562.	3.6	0
74	JAVAGL- A 3D Graphics Library In Java For Internet Browsers. , 1997, , .		0
75	Photo VR: An Image-based Panoramic View Environment Walk-through System. , 1997, , .		0
76	Carving: a novel method of visibility preprocess- ing for un-restricted three-dimensional environments. Visual Computer, 1997, 13, 283-294.	3.5	0
77	Feature refinement strategy for extended marching cubes: Handling on dynamic nature of real-time sculpting application. , 0, , .		0
78	A web-based protein retrieval system by matching visual similarity. , 0, , .		0
79	Extended cubical marching squares for surface extraction from various kinds of volumetric structure. , 2006, , .		0
80	Search and Retrieval of 3D Content and Associated Knowledge Extraction and Propagation. Eurasip Journal on Advances in Signal Processing, 2007, 2007, .	1.7	0
81	Face recognition and clustering for home photos. , 2011, , .		0
82	De-aging high-resolution 3D facial models by example-driven mesh deformation. , 2012, , .		0
83	Deformation transfer based on stretchiness ratio. , 2013, , .		0
84	Consistent depth maps recovery of video via object segmentation. , 2013, , .		0
85	Yet another vector representation for images using eikonal surfaces. , 2014, , .		0
86	First-person view animation editing utilizing video see-through augmented reality. , 2015, , .		0
87	Video see-through augmented reality stereo microscope with customized interpupillary distance design. , 2015, , .		0
88	Synthesizing close combat using sequential Monte Carlo. , 2015, , .		0
89	A modified wheatstone-style head-mounted display prototype for narrow field-of-view video see-through augmented reality. , 2016, , .		0
90	KidPen. , 2017, , .		0

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91	Panoramic depth reconstruction within a single shot by optimizing global sphere radii. , 2018, , .		0
92	Free-viewpoint synthesis over panoramic images. , 2018, , .		0
93	Photon. , 2019, , .		0
94	Digital restoration of moldy aged films. , 2007, , .		0