

Ming Ouhyoung

List of Publications by Year in descending order

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Version: 2024-02-01

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	Photon. , 2019, , .		0
2	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
3	Progressive-CRF-net. , 2018, , .		2
4	Panoramic depth reconstruction within a single shot by optimizing global sphere radii. , 2018, , .		0
5	Perceptual-based CNN model for watercolor mixing prediction. , 2018, , .		3
6	Free-viewpoint synthesis over panoramic images. , 2018, , .		0
7	CatAR. , 2018, , .		10
8	AR filming. , 2017, , .		3
9	Effective omnistereo panorama video generation by deformable spheres. , 2017, , .		2
10	Cinematography tutorials in virtual reality. , 2017, , .		4
11	Affordable system for measuring motion-to-photon latency of virtual reality in mobile devices. , 2017, , .		1
12	Analyzing OpenCL 2.0 workloads using a heterogeneous CPU-GPU simulator. , 2017, , .		2
13	KidPen. , 2017, , .		0
14	A modified wheatstone-style head-mounted display prototype for narrow field-of-view video see-through augmented reality. , 2016, , .		0
15	ThirdEye. , 2016, , .		1
16	A novel dexterous instrument tracking system for augmented reality cataract surgery training system. , 2016, , .		1
17	First-person view animation editing utilizing video see-through augmented reality. , 2015, , .		0
18	Scope+. , 2015, , .		3

#	ARTICLE	IF	CITATIONS
19	Scope+, 2015, , .		4
20	Video see-through augmented reality stereo microscope with customized interpupillary distance design. , 2015, , .		0
21	Synthesizing close combat using sequential Monte Carlo. , 2015, , .		0
22	Cage-based deformation transfer using mass spring system. , 2014, , .		1
23	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
24	Yet another vector representation for images using eikonal surfaces. , 2014, , .		0
25	Segmentation based stereo matching using color grouping. , 2014, , .		1
26	Deformation transfer based on stretchiness ratio. , 2013, , .		0
27	Deformation transfer based on stretchiness ratio. , 2013, , .		1
28	Consistent depth maps recovery of video via object segmentation. , 2013, , .		0
29	Depth-based real time head pose tracking using 3D template matching. , 2012, , .		1
30	De-aging high-resolution 3D facial models by example-driven mesh deformation. , 2012, , .		0
31	Unconventional approaches for facial animation and tracking. , 2012, , .		2
32	Automatic Chinese food identification and quantity estimation. , 2012, , .		108
33	Optimized anaglyph colorization. , 2012, , .		3
34	Face recognition and clustering for home photos. , 2011, , .		0
35	Stereoscopic 3D experience optimization using cropping and warping. , 2011, , .		15
36	Personalized photograph ranking and selection system. , 2010, , .		75

#	ARTICLE	IF	CITATIONS
37	An esthetics rule-based ranking system for amateur photos. , 2009, , .		3
38	Example-based Multiple Local Color Transfer by Strokes. Computer Graphics Forum, 2008, 27, 1765-1772.	3.0	41
39	Chromirror. , 2008, , .		9
40	Facial performance synthesis using deformation-driven polynomial displacement maps. ACM Transactions on Graphics, 2008, 27, 1-10.	7.2	91
41	Smart album. , 2008, , .		1
42	Search and Retrieval of 3D Content and Associated Knowledge Extraction and Propagation. Eurasip Journal on Advances in Signal Processing, 2007, 2007, .	1.7	0
43	Digital restoration of moldy aged films. , 2007, , .		0
44	Domain connected graph: the skeleton of a closed 3D shape for animation. Visual Computer, 2006, 22, 117-135.	3.5	32
45	Hand-shadow illusions and 3D DDR based on efficient model retrieval. , 2006, , .		1
46	Extended cubical marching squares for surface extraction from various kinds of volumetric structure. , 2006, , .		0
47	Cubical Marching Squares: Adaptive Feature Preserving Surface Extraction from Volume Data. Computer Graphics Forum, 2005, 24, 537-545.	3.0	51
48	Mirror MoCap: Automatic and efficient capture of dense 3D facial motion parameters from video. Visual Computer, 2005, 21, 355-372.	3.5	25
49	A web-based three-dimensional protein retrieval system by matching visual similarity. Bioinformatics, 2005, 21, 3056-3057.	4.1	41
50	Detail sculpting using cubical marching squares. , 2005, , .		1
51	Surface detail capturing for realistic facial animation. Journal of Computer Science and Technology, 2004, 19, 618-625.	1.5	5
52	Prong features detection of a 3D model based on the watershed algorithm. , 2004, , .		2
53	On Visual Similarity Based 3D Model Retrieval. Computer Graphics Forum, 2003, 22, 223-232.	3.0	1,119
54	Extracting 3D facial animation parameters from multiview video clips. IEEE Computer Graphics and Applications, 2002, 22, 72-80.	1.2	19

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55	On latency compensation and its effects on head-motion trajectories in virtual environments. Visual Computer, 2000, 16, 79-90.	3.5	44
56	A shift-resisting public watermark system for protecting image processing software. IEEE Transactions on Consumer Electronics, 2000, 46, 404-414.	3.6	22
57	JAVAGL- A 3D Graphics Library In Java For Internet Browsers. , 1997, , .		0
58	Efficient Multiresolution Scene Change Detection By Wavelet Transformation. , 1997, , .		2
59	Photo VR: An Image-based Panoramic View Environment Walk-through System. , 1997, , .		0
60	JavaGL-a 3D graphics library in Java for Internet browsers. IEEE Transactions on Consumer Electronics, 1997, 43, 271-278.	3.6	4
61	Carving: a novel method of visibility preprocess- ing for un-restricted three-dimensional environments. Visual Computer, 1997, 13, 283-294.	3.5	0
62	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
63	A sign language recognition system using hidden markov model and context sensitive search. , 1996, , .		49
64	Reusable Radiosity Objects. Computer Graphics Forum, 1996, 15, 347-356.	3.0	7
65	A three-dimensional muscle-based facial expression synthesizer for model-based image coding. Signal Processing: Image Communication, 1996, 8, 353-363.	3.2	5
66	A Real-time Continuous Alphabetic Sign Language to Speech Conversion VR System. Computer Graphics Forum, 1995, 14, 67-76.	3.0	14
67	A novel multimedia synchronization model and its applications in multimedia systems. IEEE Transactions on Consumer Electronics, 1995, 41, 12-22.	3.6	5
68	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
69	A Real-time Continuous Alphabetic Sign Language to Speech Conversion VR System. Computer Graphics Forum, 1995, 14, 67-76.	3.0	9
70	A Novel Audio/Video Synchronization Model and its Application in Multimedia Authoring System. , 1994, , .		4
71	Software-Based Motion JPEG with Progressive Refinement for Computer Animation. , 1994, , .		0
72	Impromptu conductor: a virtual reality system for music generation based on supervised learning. Displays, 1994, 15, 141-147.	3.7	1

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73	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
74	Software-based motion JPEG with progressive refinement for computer animation. IEEE Transactions on Consumer Electronics, 1994, 40, 557-562.	3.6	0
75	A new architecture for a TV graphics animation module. IEEE Transactions on Consumer Electronics, 1993, 39, 795-800.	3.6	6
76	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
77	A New Architecture For A TV Graphics Animation Module. , 0, , .		0
78	A Force Feedback Joystick and Its Use in PC Video Games. , 0, , .		2
79	Novel multiresolution metrics for content-based image retrieval. , 0, , .		3
80	Real-time 3-D head motion estimation in facial image coding. , 0, , .		1
81	Automatic feature extraction and face synthesis in facial image coding. , 0, , .		2
82	Image Talk: a real time synthetic talking head using one single image with Chinese text-to-speech capability. , 0, , .		6
83	A real-time continuous gesture recognition system for sign language. , 0, , .		227
84	Molecular binding in structure-based drug design: a case study of the population-based annealing genetic algorithms. , 0, , .		2
85	A speech driven talking head system based on a single face image. , 0, , .		3
86	A shift-resisting blind watermark system for panoramic images. , 0, , .		2
87	On the effects of haptic display in brush and ink simulation for Chinese painting and calligraphy. , 0, , .		5
88	Automatic animation skeleton using repulsive force field. , 0, , .		19
89	Skeleton extraction of 3D objects with radial basis functions. , 0, , .		27
90	A Tool for Structure Alignment of Molecules. , 0, , .		5

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91	Feature refinement strategy for extended marching cubes: Handling on dynamic nature of real-time sculpting application. , 0, , .		0
92	Conceptual Farm. , 0, , .		1
93	A web-based protein retrieval system by matching visual similarity. , 0, , .		0
94	Motion Retargetting and Transition in Different Articulated Figures. , 0, , .		8