Hiroshi Kawasaki

List of Publications by Year in descending order

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1464605 1526636 46 443 7 10 citations g-index h-index papers 50 50 50 222 docs citations times ranked citing authors all docs

| # | Article | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | Single-shot dense active stereo with pixel-wise phase estimation based on grid-structure using CNN and correspondence estimation using GCN., 2022 ,,. | | 3 |
| 2 | Dense Pixel-Wise Micro-motion Estimation of Object Surface by Using Low Dimensional Embedding of Laser Speckle Pattern. Lecture Notes in Computer Science, 2021, , 700-715. | 1.0 | O |
| 3 | Active Lighting and Its Application for Computer Vision. Advances in Computer Vision and Pattern Recognition, 2020, , . | 0.9 | 5 |
| 4 | Other Shape Reconstruction Techniques. Advances in Computer Vision and Pattern Recognition, 2020, , 157-181. | 0.9 | 0 |
| 5 | Photometry. Advances in Computer Vision and Pattern Recognition, 2020, , 3-29. | 0.9 | O |
| 6 | Biomedical Application. Advances in Computer Vision and Pattern Recognition, 2020, , 241-262. | 0.9 | 0 |
| 7 | Sensor. Advances in Computer Vision and Pattern Recognition, 2020, , 63-87. | 0.9 | O |
| 8 | Photometric Stereo. Advances in Computer Vision and Pattern Recognition, 2020, , 107-123. | 0.9 | 0 |
| 9 | Visualization/AR/VR/MR Systems. Advances in Computer Vision and Pattern Recognition, 2020, , 213-239. | 0.9 | O |
| 10 | Structured Light. Advances in Computer Vision and Pattern Recognition, 2020, , 125-155. | 0.9 | 0 |
| 11 | Robot Vision, Autonomous Vehicles, and Human Robot Interaction. Advances in Computer Vision and Pattern Recognition, 2020, , 289-303. | 0.9 | O |
| 12 | Human Shape Reconstruction with Loose Clothes from Partially Observed Data by Pose Specific Deformation. Lecture Notes in Computer Science, 2019, , 225-239. | 1.0 | 3 |
| 13 | Representing a Partially Observed Non-Rigid 3D Human Using Eigen-Texture and Eigen-Deformation. , 2018, , . | | 2 |
| 14 | Realtime Novel View Synthesis with Eigen-Texture Regression. , 2017, , . | | 5 |
| 15 | Shape Acquisition and Registration for 3D Endoscope Based on Grid Pattern Projection. Lecture Notes in Computer Science, 2016, , 399-415. | 1.0 | 24 |
| 16 | 3D endoscope system using DOE projector. , 2016, 2016, 2091-2094. | | 17 |
| 17 | Simultaneous Camera, Light Position and Radiant Intensity Distribution Calibration. Lecture Notes in Computer Science, 2016, , 557-571. | 1.0 | 5 |
| 18 | Active One-Shot Scan for Wide Depth Range Using a Light Field Projector Based on Coded Aperture. , $2015, $, . | | 16 |

| # | Article | IF | CITATIONS |
|----|--|-----|-----------|
| 19 | Super resolution of fisheye images captured by on-vehicle camera for visibility support. , 2015, , . | | 3 |
| 20 | 2-DOF auto-calibration for a 3D endoscope system based on active stereo., 2015, 2015, 7937-41. | | 16 |
| 21 | Calibration of a 3D endoscopic system based on active stereo method for shape measurement of biological tissues and specimen., 2014, 2014, 4991-4. | | 14 |
| 22 | Simultaneous deblur and super-resolution technique for video sequence captured by hand-held video camera. , 2014, , . | | 4 |
| 23 | 4D Capture Using Visibility Information of Multiple Projector Camera System. , 2014, , . | | 2 |
| 24 | Depth from Projector^ ^apos;s Defocus Based on Multiple Focus Pattern Projection. IPSJ Transactions on Computer Vision and Applications, 2014, 6, 88-92. | 4.4 | 11 |
| 25 | Robust and Accurate One-Shot 3D Reconstruction by 2C1P System with Wave Grid Pattern., 2013,,. | | 9 |
| 26 | One-Shot Entire Shape Scanning by Utilizing Multiple Projector-Camera Constraints of Grid Patterns. , 2013, , . | | 10 |
| 27 | Single colour oneâ€shot scan using modified Penrose tiling pattern. IET Computer Vision, 2013, 7, 293-301. | 1.3 | 7 |
| 28 | Optimized Aperture for Estimating Depth from Projector's Defocus. , 2013, , . | | 6 |
| 29 | Proposal on 3-D endoscope by using grid-based active stereo. , 2013, 2013, 5694-7. | | 7 |
| 30 | Noncontact measurement of cardiac beat by using active stereo with waved-grid pattern projection., 2013, 2013, 1756-9. | | 3 |
| 31 | Structured light with coded aperture for wide range 3D measurement. , 2012, , . | | 10 |
| 32 | Grid-Based Active Stereo with Single-Colored Wave Pattern for Dense One-shot 3D Scan. , 2012, , . | | 43 |
| 33 | Efficient rate-distortion compression of dynamic point cloud for grid-pattern-based 3D scanning systems. 3D Research, 2012, 3, 1. | 1.8 | 8 |
| 34 | Dense one-shot 3D reconstruction by detecting continuous regions with parallel line projection. , 2011, , . | | 42 |
| 35 | One-shot Entire Shape Acquisition Method Using Multiple Projectors and Cameras. , 2010, , . | | 22 |
| 36 | Dense 3D reconstruction method using a single pattern for fast moving object. , 2009, , . | | 74 |

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| 37 | Shape Reconstruction and Camera Self-Calibration Using Cast Shadows and Scene Geometries. International Journal of Computer Vision, 2009, 83, 135-148. | 10.9 | 15 |
| 38 | Laser range scanner based on self-calibration techniques using coplanarities and metric constraints. Computer Vision and Image Understanding, 2009, 113, 1118-1129. | 3.0 | 20 |
| 39 | Multi-view reconstruction for projector camera systems based on bundle adjustment. , 2009, , . | | 5 |
| 40 | Shape from Grid Pattern Based on Coplanarity Constraints for One-shot Scanning. IPSJ Transactions on Computer Vision and Applications, 2009, 1, 139-157. | 4.4 | 9 |
| 41 | Multi-view reconstruction for projector camera systems based on bundle adjustment. , 2009, , . | | 0 |
| 42 | One-shot range scanner using coplanarity constraints. , 2008, , . | | 7 |
| 43 | Distortion-free fusion of multiple video camera images using EPI analysis. Electronics and Communications in Japan, 2007, 90, 85-98. | 0.2 | 0 |
| 44 | Shape Reconstruction from Cast Shadows Using Coplanarities and Metric Constraints. , 2007, , 847-857. | | 5 |
| 45 | Self-Calibration of Multiple Laser Planes for 3D Scene Reconstruction. , 2006, , . | | 11 |
| 46 | Simultaneous estimation of projector and camera poses for multiple oneshot scan using pixel-wise correspondences estimated by U-Nets and GCN. Computer Methods in Biomechanics and Biomedical Engineering: Imaging and Visualization, 0, , 1-9. | 1.3 | 0 |