

Heung-yeung Shum

List of Publications by Year in descending order

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Version: 2024-02-01

33
papers

4,237
citations

687220

13
h-index

677027

22
g-index

33
all docs

33
docs citations

33
times ranked

2513
citing authors

#	ARTICLE	IF	CITATIONS
1	Creating full view panoramic image mosaics and environment maps. , 1997, , .		636
2	Real-time texture synthesis by patch-based sampling. ACM Transactions on Graphics, 2001, 20, 127-150.	4.9	506
3	Full-frame video stabilization with motion inpainting. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2006, 28, 1150-1163.	9.7	474
4	Face Hallucination: Theory and Practice. International Journal of Computer Vision, 2007, 75, 115-134.	10.9	392
5	From Eliza to Xiaolce: challenges and opportunities with social chatbots. Frontiers of Information Technology and Electronic Engineering, 2018, 19, 10-26.	1.5	361
6	Title is missing!. International Journal of Computer Vision, 2000, 36, 101-130.	10.9	357
7	Rendering with concentric mosaics. , 1999, , .		327
8	Gradient Profile Prior and Its Applications in Image Super-Resolution and Enhancement. IEEE Transactions on Image Processing, 2011, 20, 1529-1542.	6.0	285
9	Image super-resolution using gradient profile prior. , 2008, , .		234
10	Synthesis of bidirectional texture functions on arbitrary surfaces. ACM Transactions on Graphics, 2002, 21, 665-672.	4.9	130
11	Image-Based Rendering and Synthesis. IEEE Signal Processing Magazine, 2007, 24, 22-33.	4.6	109
12	View-dependent displacement mapping. ACM Transactions on Graphics, 2003, 22, 334-339.	4.9	81
13	Synthesizing bidirectional texture functions for real-world surfaces. , 2001, , .		66
14	Bi-scale radiance transfer. ACM Transactions on Graphics, 2003, 22, 370-375.	4.9	54
15	View-dependent displacement mapping. , 2003, , .		47
16	Synthesis and rendering of bidirectional texture functions on arbitrary surfaces. IEEE Transactions on Visualization and Computer Graphics, 2004, 10, 278-289.	2.9	38
17	Precomputed shadow fields for dynamic scenes. , 2005, , .		31
18	Correction to Construction of Panoramic Image Mosaics with Global and Local Alignment. International Journal of Computer Vision, 2002, 48, 151-152.	10.9	16

#	ARTICLE	IF	CITATIONS
19	Error analysis of pure rotation-based self-calibration. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2004, 26, 275-280.	9.7	15
20	Capturing and rendering geometry details for BTF-mapped surfaces. Visual Computer, 2005, 21, 559-568.	2.5	13
21	Real-Time Depth Image Acquisition and Restoration for Image Based Rendering and Processing Systems. Journal of Signal Processing Systems, 2015, 79, 1-18.	1.4	11
22	Shell texture functions. , 2004, , .		10
23	Superpixel-based colorâ€“depth restoration and dynamic environment modeling for Kinect-assisted image-based rendering systems. Visual Computer, 2018, 34, 67-81.	2.5	9
24	Rendering by Manifold Hopping. International Journal of Computer Vision, 2002, 50, 185-201.	10.9	8
25	Omnivergent Stereo. International Journal of Computer Vision, 2002, 48, 159-172.	10.9	7
26	CTRL: Closed-Loop Transcription to an LDR via Maximizing Rate Reduction. Entropy, 2022, 24, 456.	1.1	7
27	Shell radiance texture functions. Visual Computer, 2005, 21, 774-782.	2.5	5
28	A Convex Optimization-Based Frame-Level Rate Control Algorithm for Motion Compensated Hybrid DCT/DPCM Video Coding. , 2006, , .		3
29	A Convex Optimization-Based Object-Level Rate Control Algorithm for MPEG-4 Video Object Coding. , 2006, , .		2
30	Convex Optimization-Based Bit Allocation for Video Coding. Journal of Signal Processing Systems, 2010, 58, 325-340.	1.4	2
31	Rule-based cleanup of on-line English ink notes. Pattern Recognition, 2006, 39, 1074-1087.	5.1	1
32	Polygonal Shape Blending with Topological Evolutions. Journal of Computer Science and Technology, 2005, 20, 77-89.	0.9	0
33	The practice of speech and language processing in China. Communications of the ACM, 2021, 64, 81-87.	3.3	0