

Heung-yeung Shum

List of Publications by Year in descending order

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33
papers

4,237
citations

687363

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33
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33
times ranked

2513
citing authors

#	ARTICLE	IF	CITATIONS
1	CTRL: Closed-Loop Transcription to an LDR via Minimizing Rate Reduction. Entropy, 2022, 24, 456.	2.2	7
2	The practice of speech and language processing in China. Communications of the ACM, 2021, 64, 81-87.	4.5	0
3	From Eliza to Xiaolce: challenges and opportunities with social chatbots. Frontiers of Information Technology and Electronic Engineering, 2018, 19, 10-26.	2.6	361
4	Superpixel-based colorâ€“depth restoration and dynamic environment modeling for Kinect-assisted image-based rendering systems. Visual Computer, 2018, 34, 67-81.	3.5	9
5	Real-Time Depth Image Acquisition and Restoration for Image Based Rendering and Processing Systems. Journal of Signal Processing Systems, 2015, 79, 1-18.	2.1	11
6	Gradient Profile Prior and Its Applications in Image Super-Resolution and Enhancement. IEEE Transactions on Image Processing, 2011, 20, 1529-1542.	9.8	285
7	Convex Optimization-Based Bit Allocation for Video Coding. Journal of Signal Processing Systems, 2010, 58, 325-340.	2.1	2
8	Image super-resolution using gradient profile prior. , 2008, , .		234
9	Image-Based Rendering and Synthesis. IEEE Signal Processing Magazine, 2007, 24, 22-33.	5.6	109
10	Face Hallucination: Theory and Practice. International Journal of Computer Vision, 2007, 75, 115-134.	15.6	392
11	Full-frame video stabilization with motion inpainting. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2006, 28, 1150-1163.	13.9	474
12	Rule-based cleanup of on-line English ink notes. Pattern Recognition, 2006, 39, 1074-1087.	8.1	1
13	A Convex Optimization-Based Object-Level Rate Control Algorithm for MPEG-4 Video Object Coding. , 2006, , .		2
14	A Convex Optimization-Based Frame-Level Rate Control Algorithm for Motion Compensated Hybrid DCT/DPCM Video Coding. , 2006, , .		3
15	Capturing and rendering geometry details for BTF-mapped surfaces. Visual Computer, 2005, 21, 559-568.	3.5	13
16	Shell radiance texture functions. Visual Computer, 2005, 21, 774-782.	3.5	5
17	Polygonal Shape Blending with Topological Evolutions. Journal of Computer Science and Technology, 2005, 20, 77-89.	1.5	0
18	Precomputed shadow fields for dynamic scenes. , 2005, , .		31

#	ARTICLE	IF	CITATIONS
19	Shell texture functions. , 2004, , .		10
20	Error analysis of pure rotation-based self-calibration. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2004, 26, 275-280.	13.9	15
21	Synthesis and rendering of bidirectional texture functions on arbitrary surfaces. IEEE Transactions on Visualization and Computer Graphics, 2004, 10, 278-289.	4.4	38
22	Bi-scale radiance transfer. ACM Transactions on Graphics, 2003, 22, 370-375.	7.2	54
23	View-dependent displacement mapping. ACM Transactions on Graphics, 2003, 22, 334-339.	7.2	81
24	View-dependent displacement mapping. , 2003, , .		47
25	Synthesis of bidirectional texture functions on arbitrary surfaces. ACM Transactions on Graphics, 2002, 21, 665-672.	7.2	130
26	Correction to Construction of Panoramic Image Mosaics with Global and Local Alignment. International Journal of Computer Vision, 2002, 48, 151-152.	15.6	16
27	Omnivergent Stereo. International Journal of Computer Vision, 2002, 48, 159-172.	15.6	7
28	Rendering by Manifold Hopping. International Journal of Computer Vision, 2002, 50, 185-201.	15.6	8
29	Real-time texture synthesis by patch-based sampling. ACM Transactions on Graphics, 2001, 20, 127-150.	7.2	506
30	Synthesizing bidirectional texture functions for real-world surfaces. , 2001, , .		66
31	Title is missing!. International Journal of Computer Vision, 2000, 36, 101-130.	15.6	357
32	Rendering with concentric mosaics. , 1999, , .		327
33	Creating full view panoramic image mosaics and environment maps. , 1997, , .		636