

# Erdem SahÄ°n

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4967589/publications.pdf>

Version: 2024-02-01

15  
papers

116  
citations

1937685

4  
h-index

2053705

5  
g-index

15  
all docs

15  
docs citations

15  
times ranked

60  
citing authors

#	ARTICLE	IF	CITATIONS
1	Computer-Generated Holograms for 3D Imaging. ACM Computing Surveys, 2021, 53, 1-35.	23.0	49
2	Learning Wavefront Coding for Extended Depth of Field Imaging. IEEE Transactions on Image Processing, 2021, 30, 3307-3320.	9.8	18
3	Calculation of the scalar diffraction field from curved surfaces by decomposing the three-dimensional field into a sum of Gaussian beams. Journal of the Optical Society of America A: Optics and Image Science, and Vision, 2013, 30, 527.	1.5	13
4	Scalar diffraction field calculation from curved surfaces via Gaussian beam decomposition. Journal of the Optical Society of America A: Optics and Image Science, and Vision, 2012, 29, 1459.	1.5	9
5	Learning Optimal Phase-Coded Aperture for Depth of Field Extension. , 2019, , .		8
6	Shearlet-domain light field reconstruction for holographic stereogram generation. , 2016, , .		5
7	Signal Processing Methods for Light Field Displays. , 2019, , 3-50.		5
8	Speckle reduction method for image-based coherent stereogram generation. Optics Express, 2018, 26, 5381.	3.4	3
9	Depth estimation by combining stereo matching and coded aperture. , 2014, , .		2
10	VIEWING SIMULATION OF INTEGRAL IMAGING DISPLAY BASED ON WAVE OPTICS. , 2018, , .		2
11	ANALYSIS OF ACCOMMODATION CUES IN HOLOGRAPHIC STEREOGRAMS. , 2018, , .		2
12	The reconstruction quality improvement of holographic stereograms via variable size segmentation. , 2010, , .		0
13	Computational Coherent Imaging For Accommodation-Invariant Near-Eye Displays. , 2021, , .		0
14	Depth from Defocus and Coded Apertures for 3D Scene Sensing. , 2017, , 107-134.		0
15	Design and Characterization of Light Field and Holographic Near-Eye Displays. Lecture Notes in Computer Science, 2020, , 244-271.	1.3	0