

Yuta Itoh

List of Publications by Year in descending order

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Version: 2024-02-01

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840776

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42
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465
citing authors

#	ARTICLE	IF	CITATIONS
1	Interaction-free calibration for optical see-through head-mounted displays based on 3D Eye localization. , 2014, , .		82
2	Corneal-Imaging Calibration for Optical See-Through Head-Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 481-490.	4.4	75
3	A Survey of Calibration Methods for Optical See-Through Head-Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2649-2662.	4.4	69
4	Towards Indistinguishable Augmented Reality. ACM Computing Surveys, 2022, 54, 1-36.	23.0	52
5	Emulation of Physician Tasks in Eye-Tracker Virtual Reality for Remote Diagnosis of Neurodegenerative Disease. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1302-1311.	4.4	45
6	Semi-Parametric Color Reproduction Method for Optical See-Through Head-Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 1269-1278.	4.4	39
7	ChromaGlasses. , 2018, , .		37
8	Occlusion Leak Compensation for Optical See-Through Displays Using a Single-Layer Transmissive Spatial Light Modulator. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 2463-2473.	4.4	36
9	Recognition and mapping of facial expressions to avatar by embedded photo reflective sensors in head mounted display. , 2017, , .		32
10	Light-Field Correction for Spatial Calibration of Optical See-Through Head-Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 471-480.	4.4	30
11	Light Attenuation Display: Subtractive See-Through Near-Eye Display via Spatial Color Filtering. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1951-1960.	4.4	30
12	Subjective Evaluation of a Semi-Automatic Optical See-Through Head-Mounted Display Calibration Technique. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 491-500.	4.4	28
13	Performance and sensitivity analysis of INDICA: Interaction-Free Display Calibration for Optical See-Through Head-Mounted Displays. , 2014, , .		23
14	Laplacian Vision. , 2016, , .		20
15	Vision enhancement. , 2015, , .		19
16	Least-squares two-sample test. Neural Networks, 2011, 24, 735-751.	5.9	17
17	Automated Spatial Calibration of HMD Systems with Unconstrained Eye-cameras. , 2016, , .		17
18	Gaussian Light Field: Estimation of Viewpoint-Dependent Blur for Optical See-Through Head-Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 2368-2376.	4.4	16

#	ARTICLE	IF	CITATIONS
19	AdaptiVisor. , 2017, , .		13
20	HySAR: Hybrid Material Rendering by an Optical See-Through Head-Mounted Display with Spatial Augmented Reality Projection. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1457-1466.	4.4	11
21	Computational Phase-Modulated Eyeglasses. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 1916-1928.	4.4	11
22	Simultaneous Direct and Augmented View Distortion Calibration of Optical See-Through Head-Mounted Displays. , 2015, , .		10
23	An Interactive Augmented Reality Chess Game Using Bare-Hand Pinch Gestures. , 2015, , .		9
24	OST Rift: Temporally consistent augmented reality with a consumer optical see-through head-mounted display. , 2016, , .		9
25	Estimating Gaze Depth Using Multi-Layer Perceptron. , 2017, , .		9
26	Hopping-Pong: Changing Trajectory of Moving Object Using Computational Ultrasound Force. , 2019, , .		7
27	Computational Glasses: Vision Augmentations Using Computational Near-Eye Optics and Displays. , 2019, , .		7
28	Facial Expression Mapping inside Head Mounted Display by Embedded Optical Sensors. , 2016, , .		6
29	Object-wise 3D Gaze Mapping in Physical Workspace. , 2018, , .		5
30	DehazeGlasses. , 2020, , .		5
31	Monocular focus estimation method for a freely-orienting eye using Purkinje-Sanson images. , 2017, , .		4
32	Focal surface occlusion. Optics Express, 2021, 29, 36581.	3.4	4
33	Laplacian vision. , 2016, , .		3
34	[DEMO] INDICA : Interaction-free display calibration for optical see-through head-mounted displays based on 3D eye localization. , 2014, , .		2
35	Continuous automatic calibration for optical see-through displays. , 2015, , .		1
36	Blending Shadows: Casting Shadows in Virtual and Real using Occlusion-Capable Augmented Reality Near-Eye Displays. , 2021, , .		1

#	ARTICLE	IF	CITATIONS
37	Beaming displays: towards displayless augmented reality near-eye displays. , 2022, , .		1
38	Analysis of Multiple Users' Experience in Daily Life Using Wearable Device for Facial Expression Recognition. , 2016, , .		0
39	Spatial Calibration of Airborne Ultrasound Tactile Display and Projector-Camera System Using Fur Material. , 2017, , .		0
40	OSTNet: Calibration Method for Optical See-Through Head-Mounted Displays via Non-Parametric Distortion Map Generation. , 2019, , .		0
41	Vision Augmentation via See-Through Displays and Optics. , 2020, , .		0
42	Ultrasound-driven Curveball in Table Tennis. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-20.	3.3	0