Yuta Itoh

List of Publications by Year
in descending order

42 papers	785 citations	840776 11 h-index	1058476 14 g-index
42 all docs	42 docs citations	42 times ranked	465 citing authors

#	Article	IF	Citations
1	Towards Indistinguishable Augmented Reality. ACM Computing Surveys, 2022, 54, 1-36.	23.0	52
2	Beaming displays: towards displayless augmented reality near-eye displays. , 2022, , .		1
3	Computational Phase-Modulated Eyeglasses. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 1916-1928.	4.4	11
4	Focal surface occlusion. Optics Express, 2021, 29, 36581.	3.4	4
5	Blending Shadows: Casting Shadows in Virtual and Real using Occlusion-Capable Augmented Reality Near-Eye Displays. , 2021, , .		1
6	Ultrasound-driven Curveball in Table Tennis. Proceedings of the ACM on Human-Computer Interaction, 2021, 5, 1-20.	3.3	0
7	DehazeGlasses. , 2020, , .		5
8	Vision Augmentation via See-Through Displays and Optics. , 2020, , .		0
9	Hopping-Pong: Changing Trajectory of Moving Object Using Computational Ultrasound Force. , 2019, , .		7
10	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
11	OSTNet: Calibration Method for Optical See-Through Head-Mounted Displays via Non-Parametric Distortion Map Generation. , 2019, , .		0
12	Computational Glasses: Vision Augmentations Using Computational Near-Eye Optics and Displays. , 2019, , .		7
13	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
14	Object-wise 3D Gaze Mapping in Physical Workspace. , 2018, , .		5
15	ChromaGlasses. , 2018, , .		37
16	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
17	Emulation of Physician Tasks in Eye-Tracked Virtual Reality for Remote Diagnosis of Neurodegenerative Disease. IEEE Transactions on Visualization and Computer Graphics, 2017, 23, 1302-1311.	4.4	45
18	Monocular focus estimation method for a freely-orienting eye using Purkinje-Sanson images. , 2017, , .		4

#	Article	IF	Citations
19	AdaptiVisor. , 2017, , .		13
20	Recognition and mapping of facial expressions to avatar by embedded photo reflective sensors in head mounted display. , 2017, , .		32
21	Estimating Gaze Depth Using Multi-Layer Perceptron. , 2017, , .		9
22	Spatial Calibration of Airborne Ultrasound Tactile Display and Projector-Camera System Using Fur Material. , 2017, , .		0
23	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
24	Laplacian Vision. , 2016, , .		20
25	Analysis of Multiple Users' Experience in Daily Life Using Wearable Device for Facial Expression Recognition. , 2016, , .		0
26	Automated Spatial Calibration of HMD Systems with Unconstrained Eye-cameras. , 2016, , .		17
27	OST Rift: Temporally consistent augmented reality with a consumer optical see-through head-mounted display. , 2016, , .		9
28	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
29	Facial Expression Mapping inside Head Mounted Display by Embedded Optical Sensors. , 2016, , .		6
30	Laplacian vision. , 2016, , .		3
31	Corneal-Imaging Calibration for Optical See-Through Head-Mounted Displays. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 481-490.	4.4	75
32	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
33	Simultaneous Direct and Augmented View Distortion Calibration of Optical See-Through Head-Mounted Displays. , 2015, , .		10
34	An Interactive Augmented Reality Chess Game Using Bare-Hand Pinch Gestures. , 2015, , .		9
35	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
36	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

#	Article	IF	Citations
37	Vision enhancement. , 2015, , .		19
38	Continuous automatic calibration for optical see-through displays. , 2015, , .		1
39	[DEMO] INDICA : Interaction-free display calibration for optical see-through head-mounted displays based on 3D eye localization. , 2014, , .		2
40	Performance and sensitivity analysis of INDICA: INteraction-Free DIsplay CAlibration for Optical See-Through Head-Mounted Displays. , 2014, , .		23
41	Interaction-free calibration for optical see-through head-mounted displays based on 3D Eye localization. , 2014, , .		82
42	Least-squares two-sample test. Neural Networks, 2011, 24, 735-751.	5.9	17