

Jihun Park

List of Publications by Year in descending order

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Version: 2024-02-01

13
papers

96
citations

1937685

4
h-index

1474206

9
g-index

17
all docs

17
docs citations

17
times ranked

43
citing authors

#	ARTICLE	IF	CITATIONS
1	3D Mosaic from Images. Applied Mechanics and Materials, 2015, 752-753, 1081-1084.	0.2	1
2	Multi-View 3D Object Reconstruction Using Coordinate Transformation. Applied Mechanics and Materials, 2013, 284-287, 2167-2170.	0.2	1
3	Quaternion-Based Camera Calibration and 3D Scene Reconstruction. , 2007, , .		2
4	Estimation of Camera Parameters from a Single Moving Camera using Quaternion-based Interpolation of 3D Trajectory. , 2007, , .		2
5	Accurate object contour tracking based on boundary edge selection. Pattern Recognition, 2007, 40, 931-943.	8.1	56
6	Object Tracking and Elimination Using Level-of-Detail Canny Edge Maps. Lecture Notes in Computer Science, 2006, , 281-290.	1.3	0
7	Contour Tracking Using Modified Canny Edge Maps with Level-of-Detail. Lecture Notes in Computer Science, 2005, , 1-8.	1.3	2
8	Object boundary edge selection using normal direction derivatives of a contour in a complex scene. , 2004, , .		0
9	Object Boundary Edge Selection for Accurate Contour Tracking Using Multi-level Canny Edges. Lecture Notes in Computer Science, 2004, , 536-543.	1.3	1
10	Model-Based Human Motion Tracking and Behavior Recognition Using Hierarchical Finite State Automata. Lecture Notes in Computer Science, 2004, , 311-320.	1.3	5
11	LOD Canny Edge Based Boundary Edge Selection for Human Body Tracking. Lecture Notes in Computer Science, 2004, , 528-535.	1.3	1
12	Quaternion-Based Tracking of Multiple Objects in Synchronized Videos. Lecture Notes in Computer Science, 2003, , 430-438.	1.3	1
13	Forward dynamics based realistic animation of rigid bodies. Computers and Graphics, 1997, 21, 483-496.	2.5	7