

# Daisuke Miyazaki

## List of Publications by Year in descending order

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Version: 2024-02-01

35  
papers

573  
citations

1307543

7  
h-index

839512

18  
g-index

41  
all docs

41  
docs citations

41  
times ranked

254  
citing authors

#	ARTICLE	IF	CITATIONS
1	Transparent surface modeling from a pair of polarization images. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2004, 26, 73-82.	13.9	159
2	Determining surface orientations of transparent objects based on polarization degrees in visible and infrared wavelengths. Journal of the Optical Society of America A: Optics and Image Science, and Vision, 2002, 19, 687.	1.5	96
3	Median Photometric Stereo as Applied to the Segonko Tumulus and Museum Objects. International Journal of Computer Vision, 2010, 86, 229-242.	15.6	65
4	Shape Estimation of Transparent Objects by Using Inverse Polarization Ray Tracing. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2007, 29, 2018-2030.	13.9	53
5	Surface normal estimation of black specular objects from multiview polarization images. Optical Engineering, 2016, 56, 041303.	1.0	43
6	Digitally Archiving Cultural Objects. , 2008, , .		36
7	Estimating Sunlight Polarization Using a Fish-eye Lens. IPSJ Transactions on Computer Vision and Applications, 2009, 1, 288-300.	4.4	26
8	Photometric stereo under unknown light sources using robust SVD with missing data. , 2010, , .		19
9	2-DOF auto-calibration for a 3D endoscope system based on active stereo. , 2015, 2015, 7937-41.		16
10	Polarization-based shape estimation of transparent objects by using raytracing and PLZT camera. , 2005, , .		9
11	Color Photometric Stereo Using Multi-Band Camera Constrained by Median Filter and Occluding Boundary. Journal of Imaging, 2019, 5, 64.	3.0	8
12	Creating photorealistic virtual model with polarization-based vision system. , 2005, , .		5
13	Photometric stereo using graph cut and M-estimation for a virtual tumulus in the presence of highlights and shadows. , 2010, , .		5
14	Active Lighting and Its Application for Computer Vision. Advances in Computer Vision and Pattern Recognition, 2020, , .	1.3	5
15	Shape estimation of concave specular object from multiview polarization. Journal of Electronic Imaging, 2020, 29, 1.	0.9	5
16	Shape Estimation of Transparent Objects by Using Polarization Analyses. IPSJ Digital Courier, 2006, 2, 407-427.	0.3	4
17	Interactive Removal of Shadows from a Single Image Using Hierarchical Graph Cut. IPSJ Transactions on Computer Vision and Applications, 2010, 2, 235-252.	4.4	4
18	Wavelet-Texture Method: Appearance Compression by Polarization, Parametric Reflection Model, and Daubechies Wavelet. International Journal of Computer Vision, 2010, 86, 171-191.	15.6	3

#	ARTICLE	IF	CITATIONS
19	Extending the Visibility of Dichromats Using Histogram Equalization of Hue Value Defined for Dichromats. International Journal of Image and Graphics, 2019, 19, 1950016.	1.5	3
20	Temperature control technology by heat capacity change upon lock and key binding. Physics Letters, Section A: General, Atomic and Solid State Physics, 2010, 375, 165-169.	2.1	2
21	Uncalibrated photometric stereo refined by polarization angle. Optical Review, 2021, 28, 119-133.	2.0	2
22	Optimization of LED Illumination for Generating Metamerism. Journal of Imaging Science and Technology, 2016, 60, 605021-6050215.	0.5	2
23	Hue Enhancement for Dichromats using Poisson Equation. Journal of Imaging Science and Technology, 2021, , .	0.5	1
24	Multispectral Photometric Stereo Using Intrinsic Image Decomposition. Communications in Computer and Information Science, 2020, , 289-304.	0.5	1
25	Example-Based Multispectral Photometric Stereo for Multi-Colored Surfaces. Journal of Imaging, 2022, 8, 107.	3.0	1
26	Shape from shading and polarization constrained by approximate shape. , 2021, , .		0
27	Surface normal estimation from polarization and shading under the convexity assumption. Optical Review, 2021, 28, 411-424.	2.0	0
28	Other Shape Reconstruction Techniques. Advances in Computer Vision and Pattern Recognition, 2020, , 157-181.	1.3	0
29	Photometry. Advances in Computer Vision and Pattern Recognition, 2020, , 3-29.	1.3	0
30	Biomedical Application. Advances in Computer Vision and Pattern Recognition, 2020, , 241-262.	1.3	0
31	Sensor. Advances in Computer Vision and Pattern Recognition, 2020, , 63-87.	1.3	0
32	Photometric Stereo. Advances in Computer Vision and Pattern Recognition, 2020, , 107-123.	1.3	0
33	Visualization/AR/VR/MR Systems. Advances in Computer Vision and Pattern Recognition, 2020, , 213-239.	1.3	0
34	Structured Light. Advances in Computer Vision and Pattern Recognition, 2020, , 125-155.	1.3	0
35	Robot Vision, Autonomous Vehicles, and Human Robot Interaction. Advances in Computer Vision and Pattern Recognition, 2020, , 289-303.	1.3	0