

# Daisuke Miyazaki

## List of Publications by Citations

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The third column is the impact factor (IF) of the journal, and the fourth column is the number of citations of the article.

36 papers	403 citations	9 h-index	20 g-index
41 ext. papers	482 ext. citations	2.3 avg, IF	3.39 L-index

#	Paper	IF	Citations
36	Transparent surface modeling from a pair of polarization images. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , <b>2004</b> , 26, 73-82	13.3	128
35	Determining surface orientations of transparent objects based on polarization degrees in visible and infrared wavelengths. <i>Journal of the Optical Society of America A: Optics and Image Science, and Vision</i> , <b>2002</b> , 19, 687-94	1.8	70
34	Median Photometric Stereo as Applied to the Segonko Tumulus and Museum Objects. <i>International Journal of Computer Vision</i> , <b>2010</b> , 86, 229-242	10.6	46
33	Shape estimation of transparent objects by using inverse polarization ray tracing. <i>IEEE Transactions on Pattern Analysis and Machine Intelligence</i> , <b>2007</b> , 29, 2018-29	13.3	38
32	Surface normal estimation of black specular objects from multiview polarization images. <i>Optical Engineering</i> , <b>2016</b> , 56, 041303	1.1	22
31	Estimating Sunlight Polarization Using a Fish-eye Lens. <i>IPSJ Transactions on Computer Vision and Applications</i> , <b>2009</b> , 1, 288-300	3.3	20
30	Digitally Archiving Cultural Objects <b>2008</b> ,		20
29	2-DOF auto-calibration for a 3D endoscope system based on active stereo. <i>Annual International Conference of the IEEE Engineering in Medicine and Biology Society IEEE Engineering in Medicine and Biology Society Annual International Conference</i> , <b>2015</b> , 2015, 7937-41	0.9	12
28	<b>2010</b> ,		12
27	Polarization-based shape estimation of transparent objects by using raytracing and PLZT camera <b>2005</b> ,		5
26	Color Photometric Stereo Using Multi-Band Camera Constrained by Median Filter and Occluding Boundary. <i>Journal of Imaging</i> , <b>2019</b> , 5,	3.1	4
25	Photometric stereo using graph cut and M-estimation for a virtual tumulus in the presence of highlights and shadows <b>2010</b> ,		4
24	Extending the Visibility of Dichromats Using Histogram Equalization of Hue Value Defined for Dichromats. <i>International Journal of Image and Graphics</i> , <b>2019</b> , 19, 1950016	0.5	3
23	Interactive Removal of Shadows from a Single Image Using Hierarchical Graph Cut. <i>IPSJ Transactions on Computer Vision and Applications</i> , <b>2010</b> , 2, 235-252	3.3	3
22	Wavelet-Texture Method: Appearance Compression by Polarization, Parametric Reflection Model, and Daubechies Wavelet. <i>International Journal of Computer Vision</i> , <b>2010</b> , 86, 171-191	10.6	3
21	Creating photorealistic virtual model with polarization-based vision system <b>2005</b> ,		3
20	Shape estimation of concave specular object from multiview polarization. <i>Journal of Electronic Imaging</i> , <b>2020</b> , 29, 1	0.7	3

19	Active Lighting and Its Application for Computer Vision. <i>Advances in Computer Vision and Pattern Recognition</i> , <b>2020</b> ,	1.1	2
18	Temperature control technology by heat capacity change upon lock and key binding. <i>Physics Letters, Section A: General, Atomic and Solid State Physics</i> , <b>2010</b> , 375, 165-169	2.3	1
17	Multispectral Photometric Stereo Using Intrinsic Image Decomposition. <i>Communications in Computer and Information Science</i> , <b>2020</b> , 289-304	0.3	1
16	Uncalibrated photometric stereo refined by polarization angle. <i>Optical Review</i> , <b>2021</b> , 28, 119-133	0.9	1
15	Shape Estimation of Transparent Objects by Using Polarization Analyses. <i>IPSJ Digital Courier</i> , <b>2006</b> , 2, 407-427		0
14	Photometric Stereo. <i>Advances in Computer Vision and Pattern Recognition</i> , <b>2020</b> , 107-123	1.1	
13	Visualization/AR/VR/MR Systems. <i>Advances in Computer Vision and Pattern Recognition</i> , <b>2020</b> , 213-239	1.1	
12	Structured Light. <i>Advances in Computer Vision and Pattern Recognition</i> , <b>2020</b> , 125-155	1.1	
11	Robot Vision, Autonomous Vehicles, and Human Robot Interaction. <i>Advances in Computer Vision and Pattern Recognition</i> , <b>2020</b> , 289-303	1.1	
10	Other Shape Reconstruction Techniques. <i>Advances in Computer Vision and Pattern Recognition</i> , <b>2020</b> , 157-181	1.1	
9	Photometric Estimation. <i>Advances in Computer Vision and Pattern Recognition</i> , <b>2020</b> , 183-209	1.1	
8	Photometry. <i>Advances in Computer Vision and Pattern Recognition</i> , <b>2020</b> , 3-29	1.1	
7	E-Heritage. <i>Advances in Computer Vision and Pattern Recognition</i> , <b>2020</b> , 263-287	1.1	
6	Biomedical Application. <i>Advances in Computer Vision and Pattern Recognition</i> , <b>2020</b> , 241-262	1.1	
5	Light Source. <i>Advances in Computer Vision and Pattern Recognition</i> , <b>2020</b> , 89-103	1.1	
4	Sensor. <i>Advances in Computer Vision and Pattern Recognition</i> , <b>2020</b> , 63-87	1.1	
3	Surface normal estimation from polarization and shading under the convexity assumption. <i>Optical Review</i> , <b>2021</b> , 28, 411-424	0.9	
2	Color Exaggeration for Dichromats Using Weighted Edge. <i>Communications in Computer and Information Science</i> , <b>2022</b> , 18-33	0.3	

- 1 Multi-band Photometric Stereo Using Random Sampling of Channels and Pixels. *Communications in Computer and Information Science*, **2022**, 64-79 0.3