

Fang-Lue

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/6572469/publications.pdf>

Version: 2024-02-01

16
papers

259
citations

1163117

8
h-index

1058476

14
g-index

16
all docs

16
docs citations

16
times ranked

175
citing authors

#	ARTICLE	IF	CITATIONS
1	A survey on deep geometry learning: From a representation perspective. Computational Visual Media, 2020, 6, 113-133.	17.5	66
2	VR content creation and exploration with deep learning: A survey. Computational Visual Media, 2020, 6, 3-28.	17.5	49
3	Deep Portrait Image Completion and Extrapolation. IEEE Transactions on Image Processing, 2020, 29, 2344-2355.	9.8	29
4	Content-Preserving Image Stitching With Piecewise Rectangular Boundary Constraints. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 3198-3212.	4.4	23
5	Detecting and Removing Visual Distractors for Video Aesthetic Enhancement. IEEE Transactions on Multimedia, 2018, 20, 1987-1999.	7.2	18
6	High-speed video generation with an event camera. Visual Computer, 2017, 33, 749-759.	3.5	15
7	Active Colorization for Cartoon Line Drawings. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1198-1208.	4.4	13
8	Image-based clothes changing system. Computational Visual Media, 2017, 3, 337-347.	17.5	9
9	Robust tracking-by-detection using a selection and completion mechanism. Computational Visual Media, 2017, 3, 285-294.	17.5	7
10	Stereoscopic image stitching with rectangular boundaries. Visual Computer, 2019, 35, 823-835.	3.5	7
11	JMNet: A joint matting network for automatic human matting. Computational Visual Media, 2020, 6, 215-224.	17.5	7
12	Casual 6-DoF: Free-Viewpoint Panorama Using a Handheld 360° Camera. IEEE Transactions on Visualization and Computer Graphics, 2023, 29, 3976-3988.	4.4	7
13	Efficient propagation of sparse edits on 360 panoramas. Computers and Graphics, 2021, 96, 61-70.	2.5	5
14	Edge-Aware Convolution for RGB-D Image Segmentation. , 2020, , .		2
15	Fast Edit Propagation for 360 Degree Panoramas Using Function Interpolation. IEEE Access, 2022, 10, 43882-43894.	4.2	2
16	IMU-Assisted Online Video Background Identification. IEEE Transactions on Image Processing, 2022, 31, 4336-4351.	9.8	0