

Eui-Chul Lee

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.

72
papers

1,110
citations

17
h-index

32
g-index

78
ext. papers

1,356
ext. citations

2.3
avg, IF

4.53
L-index

#	Paper	IF	Citations
72	New finger biometric method using near infrared imaging. <i>Sensors</i> , 2011 , 11, 2319-33	3.8	162
71	Finger vein recognition using minutia-based alignment and local binary pattern-based feature extraction. <i>International Journal of Imaging Systems and Technology</i> , 2009 , 19, 179-186	2.5	160
70	Image restoration of skin scattering and optical blurring for finger vein recognition. <i>Optics and Lasers in Engineering</i> , 2011 , 49, 816-828	4.6	69
69	A brain-computer interface method combined with eye tracking for 3D interaction. <i>Journal of Neuroscience Methods</i> , 2010 , 190, 289-98	3	57
68	The comparative measurements of eyestrain caused by 2D and 3D displays. <i>IEEE Transactions on Consumer Electronics</i> , 2010 , 56, 1677-1683	4.8	55
67	3D gaze tracking method using Purkinje images on eye optical model and pupil. <i>Optics and Lasers in Engineering</i> , 2012 , 50, 736-751	4.6	48
66	Blink detection robust to various facial poses. <i>Journal of Neuroscience Methods</i> , 2010 , 193, 356-72	3	45
65	Gaze tracking system at a distance for controlling IPTV. <i>IEEE Transactions on Consumer Electronics</i> , 2010 , 56, 2577-2583	4.8	42
64	Does visual fatigue from 3D displays affect autonomic regulation and heart rhythm?. <i>International Journal of Psychophysiology</i> , 2014 , 92, 42-42	2.9	41
63	Measuring the degree of eyestrain caused by watching LCD and PDP devices. <i>International Journal of Industrial Ergonomics</i> , 2009 , 39, 798-806	2.9	37
62	Finger vein recognition using weighted local binary pattern code based on a support vector machine. <i>Journal of Zhejiang University: Science C</i> , 2010 , 11, 514-524		36
61	A realistic game system using multi-modal user interfaces. <i>IEEE Transactions on Consumer Electronics</i> , 2010 , 56, 1364-1372	4.8	28
60	Autonomic nervous system responses can reveal visual fatigue induced by 3D displays. <i>Sensors</i> , 2013 , 13, 13054-62	3.8	27
59	A robust gaze detection method by compensating for facial movements based on corneal specularities. <i>Pattern Recognition Letters</i> , 2008 , 29, 1474-1485	4.7	25
58	A robust eye gaze tracking method based on a virtual eyeball model. <i>Machine Vision and Applications</i> , 2009 , 20, 319-337	2.8	24
57	Evaluation of 3D cognitive fatigue using heart-brain synchronization. <i>International Journal of Psychophysiology</i> , 2015 , 97, 120-30	2.9	21
56	Fake iris detection based on 3D structure of iris pattern. <i>International Journal of Imaging Systems and Technology</i> , 2010 , 20, 162-166	2.5	19

55	Gaze Detection by Wearable Eye-Tracking and NIR LED-Based Head-Tracking Device Based on SVR. <i>ETRI Journal</i> , 2012 , 34, 542-552	1.4	15
54	New computer interface combining gaze tracking and brainwave measurements. <i>IEEE Transactions on Consumer Electronics</i> , 2011 , 57, 1646-1651	4.8	15
53	Interactive emotional content communications system using portable wireless biofeedback device. <i>IEEE Transactions on Consumer Electronics</i> , 2011 , 57, 1929-1936	4.8	15
52	Measuring eyestrain from LCD TV according to adjustment factors of image. <i>IEEE Transactions on Consumer Electronics</i> , 2009 , 55, 1447-1452	4.8	14
51	Segmentation method of eye region based on fuzzy logic system for classifying open and closed eyes. <i>Optical Engineering</i> , 2015 , 54, 033103	1.1	11
50	Individual Emotion Classification between Happiness and Sadness by Analyzing Photoplethysmography and Skin Temperature 2013 ,		10
49	A Study on Eye Gaze Estimation Method Based on Cornea Model of Human Eye 2007 , 307-317		10
48	Periocular-based biometrics robust to eye rotation based on polar coordinates. <i>Multimedia Tools and Applications</i> , 2017 , 76, 11177-11197	2.5	9
47	Minimizing eyestrain on LCD TV based on edge difference and scene change. <i>IEEE Transactions on Consumer Electronics</i> , 2009 , 55, 2294-2300	4.8	9
46	Detecting Fake Finger-Vein Data Using Remote Photoplethysmography. <i>Electronics (Switzerland)</i> , 2019 , 8, 1016	2.6	8
45	Differences in Facial Expressions between Spontaneous and Posed Smiles: Automated Method by Action Units and Three-Dimensional Facial Landmarks. <i>Sensors</i> , 2020 , 20,	3.8	8
44	Pointing Gesture Interface for Large Display Environments Based on the Kinect Skeleton Model. <i>Lecture Notes in Electrical Engineering</i> , 2014 , 509-514	0.2	8
43	Experimental Verification of Objective Visual Fatigue Measurement Based on Accurate Pupil Detection of Infrared Eye Image and Multi-Feature Analysis. <i>Sensors</i> , 2020 , 20,	3.8	7
42	Multimodal Biometric System Based on the Recognition of Face and Both Irises. <i>International Journal of Advanced Robotic Systems</i> , 2012 , 9, 65	1.4	6
41	Contactless physiological signals extraction based on skin color magnification. <i>Journal of Electronic Imaging</i> , 2017 , 26, 1	0.7	5
40	Noise Reduction of EEG Signal Based on Head Movement Estimation by Using Frontal Viewing Camera. <i>Sensor Letters</i> , 2012 , 10, 1241-1246	0.9	5
39	Comparison of facial expression recognition performance according to the use of depth information of structured-light type RGB-D camera. <i>Journal of Ambient Intelligence and Humanized Computing</i> , 2019 , 1	3.7	4
38	Verifying the Effectiveness of New Face Spoofing DB with Capture Angle and Distance. <i>Electronics (Switzerland)</i> , 2020 , 9, 661	2.6	4

37	Statistical anti-spoofing method for fingerprint recognition. <i>Soft Computing</i> , 2018 , 22, 4175-4184	3.5	4
36	Analyzing Facial and Eye Movements to Screen for Alzheimer's Disease. <i>Sensors</i> , 2020 , 20,	3.8	4
35	Multi-modal user interface combining eye tracking and hand gesture recognition. <i>Journal on Multimodal User Interfaces</i> , 2017 , 11, 241-250	1.7	3
34	Correlation Between Heart Rate and Image Components. <i>Lecture Notes in Electrical Engineering</i> , 2015 , 201-207	0.2	3
33	Method for user interface of large displays using arm pointing and finger counting gesture recognition. <i>Scientific World Journal</i> , 2014 , 2014, 683045	2.2	3
32	A Survey of Objective Measurement of Fatigue Caused by Visual Stimuli. <i>Journal of the Ergonomics Society of Korea</i> , 2011 , 30, 195-202	1.7	3
31	Development of Calibration Target for Infrared Thermal Imaging Camera. <i>Journal of the Korean Society for Nondestructive Testing</i> , 2014 , 34, 248-253	0	3
30	Facial Feature Movements Caused by Various Emotions: Differences According to Sex. <i>Symmetry</i> , 2016 , 8, 86	2.7	3
29	Pulse Rate Variability Analysis Using Remote Photoplethysmography Signals. <i>Sensors</i> , 2021 , 21,	3.8	3
28	Non-Contact Oxygen Saturation Measurement Using YCgCr Color Space with an RGB Camera. <i>Sensors</i> , 2021 , 21,	3.8	3
27	Automated Verification Method of Korean Word Handwriting Using Geometric Feature. <i>Lecture Notes in Electrical Engineering</i> , 2018 , 1340-1345	0.2	2
26	Face liveness detection for face recognition based on cardiac features of skin color image 2016 ,		2
25	Method for restoring PPG signals using ECG correspondences and SVR. <i>Electronics Letters</i> , 2013 , 49, 1518-1520	1.5	2
24	Monocular Eye Tracking System Using Webcam and Zoom Lens. <i>Lecture Notes in Electrical Engineering</i> , 2015 , 135-141	0.2	2
23	Image Classification Using Color and Spatial Frequency in Terms of Human Emotion. <i>Lecture Notes in Electrical Engineering</i> , 2017 , 91-96	0.2	2
22	Mobile App for Analyzing Environmental Visual Parameters with Life Logging Camera. <i>Lecture Notes in Electrical Engineering</i> , 2017 , 37-42	0.2	2
21	Near-Infrared Image-Based Periocular Biometric Method Using Convolutional Neural Network. <i>IEEE Access</i> , 2020 , 8, 158612-158621	3.5	2
20	Non-Contact Respiration Measurement Method Based on RGB Camera Using 1D Convolutional Neural Networks. <i>Sensors</i> , 2021 , 21,	3.8	2

19	Intelligent Query by Humming System 2009 ,		1
18	Tracking and Face Recognition of Multiple People Based on GMM, LKT and PCA. <i>Journal of Korea Multimedia Society</i> , 2012 , 15, 449-471		1
17	Determining the parameters of emotion by analyzing environmental images captured by a mobile device. <i>Multimedia Tools and Applications</i> , 2019 , 78, 28375-28389	2.5	1
16	3D Gaze tracking by combining eye- and facial-gaze vectors. <i>Journal of Supercomputing</i> , 2017 , 73, 3038-3052	3.5	0
15	Effect of Time Window Size for Converting Frequency Domain in Real-Time Remote Photoplethysmography Extraction. <i>Lecture Notes in Computer Science</i> , 2022 , 145-149	0.9	0
14	Music chord recommendation of self composed melodic lines for making instrumental sound. <i>Multimedia Tools and Applications</i> , 2017 , 76, 17255-17271	2.5	
13	Speaker diarization method of telemarketer and client for improving speech dictation performance. <i>Journal of Supercomputing</i> , 2016 , 72, 1757-1769	2.5	
12	Assessing Visual Fatigue of Welding Mask Wearers Through Infrared Imaging-Based Ocular Feature Analysis. <i>IEEE Access</i> , 2021 , 9, 164331-164338	3.5	
11	A New Ergonomic Interface System for the Disabled Person. <i>Journal of the Ergonomics Society of Korea</i> , 2011 , 30, 229-235	1.7	
10	A Study on the Possibility of Measuring the Non-contact Galvanic Skin Response Based on Near-Infrared Imaging. <i>Lecture Notes in Computer Science</i> , 2021 , 110-119	0.9	
9	Authentication of Facial Images with Masks Using Periocular Biometrics. <i>Lecture Notes in Computer Science</i> , 2021 , 326-334	0.9	
8	Face Anti-spoofing Based on Deep Neural Network Using Brightness Augmentation. <i>Lecture Notes in Computer Science</i> , 2021 , 219-228	0.9	
7	Image Identification of Multiple Parrot Species Belonging to CITES Using Deep Neural Networks. <i>Lecture Notes in Computer Science</i> , 2021 , 248-253	0.9	
6	A Comparative Analysis on the Impact of Face Tracker and Skin Segmentation onto Improving the Performance of Real-Time Remote Photoplethysmography. <i>Lecture Notes in Computer Science</i> , 2021 , 27-37	0.9	
5	Verification of Frequently Used Korean Handwritten Characters Through Artificial Intelligence. <i>Lecture Notes in Computer Science</i> , 2021 , 223-228	0.9	
4	Improving the Performance of Frequently Used Korean Handwritten Character Verification Based on Artificial Intelligence through Multimodal Fusion. <i>Applied Sciences (Switzerland)</i> , 2021 , 11, 8413	2.6	
3	Screening Trauma Through CNN-Based Voice Emotion Classification. <i>Lecture Notes in Computer Science</i> , 2021 , 208-217	0.9	
2	1-Stage Face Landmark Detection Using Deep Learning. <i>Lecture Notes in Computer Science</i> , 2021 , 239-247	0.9	

1 Face Spoofing Detection Using DenseNet. *Lecture Notes in Computer Science*, **2021**, 229-238

0.9