

Dawid Mieloch

List of Publications by Year in descending order

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22
papers

173
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2257263

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times ranked

110
citing authors

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 1 | Depth Map Refinement for Immersive Video. IEEE Access, 2021, 9, 10778-10788. | 2.6 | 12 |
| 2 | Color Correction for Immersive Video Applications. IEEE Access, 2021, 9, 75626-75640. | 2.6 | 4 |
| 3 | Depth Map Estimation for Free-Viewpoint Television and Virtual Navigation. IEEE Access, 2020, 8, 5760-5776. | 2.6 | 19 |
| 4 | Virtual View Synthesis for 3DoF+ Video. , 2019, , . | | 7 |
| 5 | Impact of Video Streaming Delay on User Experience with Head-Mounted Displays. , 2019, , . | | 5 |
| 6 | A Free-Viewpoint Television System for Horizontal Virtual Navigation. IEEE Transactions on Multimedia, 2018, 20, 2182-2195. | 5.2 | 55 |
| 7 | Intrinsic Parameters Estimation for a Multiview System. , 2018, , . | | 0 |
| 8 | Processing Pipeline for Real-Time Remote Delivery of Virtual View in FTV Systems. , 2018, , . | | 0 |
| 9 | Real-Time Virtual Navigation Provision by Simple Means. , 2018, , . | | 0 |
| 10 | Enhancing view synthesis with image and depth map upsampling. , 2017, , . | | 1 |
| 11 | Temporal enhancement of graph-based depth estimation method. , 2017, , . | | 0 |
| 12 | Demonstration of a simple free viewpoint television system. , 2017, , . | | 5 |
| 13 | Graph-based multiview depth estimation using segmentation. , 2017, , . | | 4 |
| 14 | The influence of a lossy compression on the quality of estimated depth maps. , 2016, , . | | 7 |
| 15 | New results in free-viewpoint television systems for horizontal virtual navigation. , 2016, , . | | 6 |
| 16 | Depth map upsampling and refinement for FTV systems. , 2016, , . | | 2 |
| 17 | Optimization of camera positions for free-navigation applications. , 2016, , . | | 3 |
| 18 | Multiview synthesis " Improved view synthesis for virtual navigation. , 2016, , . | | 18 |

| # | ARTICLE | IF | CITATIONS |
|----|---|-----|-----------|
| 19 | Methods of high efficiency compression for transmission of spatial representation of motion scenes. , 2015, , . | | 3 |
| 20 | A practical approach to acquisition and processing of free viewpoint video. , 2015, , . | | 14 |
| 21 | Experiments on acquisition and processing of video for free-viewpoint television. , 2014, , . | | 6 |
| 22 | Recursive block splitting in feature-driven decoder-side depth estimation. ETRI Journal, 0, , . | 1.2 | 2 |