

# Dawid Mieloch

## List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/7520574/publications.pdf>

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22  
papers

173  
citations

2258059  
3  
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2272923  
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g-index

22  
all docs

22  
docs citations

22  
times ranked

110  
citing authors

#	ARTICLE	IF	CITATIONS
1	Depth Map Refinement for Immersive Video. IEEE Access, 2021, 9, 10778-10788.	4.2	12
2	Color Correction for Immersive Video Applications. IEEE Access, 2021, 9, 75626-75640.	4.2	4
3	Depth Map Estimation for Free-Viewpoint Television and Virtual Navigation. IEEE Access, 2020, 8, 5760-5776.	4.2	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.	7.2	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, , .	2.0	2