

Sung-Hee Lee

List of Publications by Year in descending order

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Version: 2024-02-01

50
papers

1,112
citations

623574

14
h-index

395590

33
g-index

50
all docs

50
docs citations

50
times ranked

791
citing authors

#	ARTICLE	IF	CITATIONS
1	Placement Retargeting of Virtual Avatars to Dissimilar Indoor Environments. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1619-1633.	2.9	15
2	The Perceptual Consistency and Association of the LMA Effort Elements. ACM Transactions on Applied Perception, 2022, 19, 1-17.	1.2	2
3	Keyframe-based multi-contact motion synthesis. Visual Computer, 2021, 37, 1949-1963.	2.5	2
4	LoBSTr: Real-time Lower-body Pose Prediction from Sparse Upper-body Tracking Signals. Computer Graphics Forum, 2021, 40, 265-275.	1.8	28
5	Estimating Garment Patterns from Static Scan Data. Computer Graphics Forum, 2021, 40, 273-287.	1.8	6
6	Constructing Human Motion Manifold With Sequential Networks. Computer Graphics Forum, 2020, 39, 314-324.	1.8	5
7	A Mixed Reality Telepresence System for Dissimilar Spaces Using Full-Body Avatar. , 2020, , .		1
8	Automatic path generation for group dance performance using a genetic algorithm. Multimedia Tools and Applications, 2019, 78, 7517-7541.	2.6	4
9	SmartManikin. , 2019, , .		6
10	Color refinement using deep neural networks for enhancing color recognition in a projector-camera system. Journal of the Society for Information Display, 2019, 27, 795-805.	0.8	1
11	Lighting Layout Optimization for 3D Indoor Scenes. Computer Graphics Forum, 2019, 38, 733-743.	1.8	7
12	Projective Motion Correction with Contact Optimization. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1746-1759.	2.9	3
13	Spline Interface for Intuitive Skinning Weight Editing. ACM Transactions on Graphics, 2018, 37, 1-14.	4.9	11
14	Aura Mesh: Motion Retargeting to Preserve the Spatial Relationships between Skinned Characters. Computer Graphics Forum, 2018, 37, 311-320.	1.8	15
15	Multi-Contact Locomotion Using a Contact Graph with Feasibility Predictors. ACM Transactions on Graphics, 2017, 36, 1-14.	4.9	9
16	Multifinger interaction between remote users in avatar-mediated telepresence. Computer Animation and Virtual Worlds, 2017, 28, e1778.	0.7	6
17	Motion retargeting to preserve spatial relationship between skinned characters. , 2017, , .		1
18	Incorporating Kinesthetic Creativity and Gestural Play into Immersive Modeling. , 2017, , .		2

#	ARTICLE	IF	CITATIONS
19	Data-driven physics for human soft tissue animation. ACM Transactions on Graphics, 2017, 36, 1-12.	4.9	68
20	Regression-based Landmark Detection on Dynamic Human Models. Computer Graphics Forum, 2017, 36, 73-82.	1.8	2
21	Scene reconstruction and analysis from motion. Graphical Models, 2017, 94, 25-37.	1.1	5
22	Regression-based locating landmark on dynamic humans. , 2017, , .		0
23	Multi-Contact Locomotion Using a Contact Graph with Feasibility Predictors. ACM Transactions on Graphics, 2017, 36, 1.	4.9	5
24	Estimating skeleton from skin data for designing subject-specific knee braces. , 2016, , .		0
25	An Eulerian approach for constructing a map between surfaces with different topologies. Computer Graphics Forum, 2016, 35, 11-19.	1.8	1
26	Retargeting Human-Object Interaction to Virtual Avatars. IEEE Transactions on Visualization and Computer Graphics, 2016, 22, 2405-2412.	2.9	22
27	Hand Contact between Remote Users through Virtual Avatars. , 2016, , .		8
28	Responsive Motion Generation. Human-computer Interaction Series, 2016, , 175-189.	0.4	0
29	Trajectory-free reactive stepping of humanoid robots using momentum control. , 2015, , .		1
30	Interactive rigging. , 2015, , .		0
31	Interactive Rigging with Intuitive Tools. Computer Graphics Forum, 2015, 34, 123-132.	1.8	5
32	[POSTER] Avatar-Mediated Contact Interaction between Remote Users for Social Telepresence. , 2015, , .		0
33	Constructing an avatar-based telepresence system using commodity hardware. , 2015, , .		0
34	Trajectory-free reactive stepping of physics-based character using momentum control. , 2015, , .		0
35	Environment-adaptive contact poses for virtual characters. , 2014, , .		1
36	Realistic Biomechanical Simulation and Control of Human Swimming. ACM Transactions on Graphics, 2014, 34, 1-15.	4.9	39

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37	Environmentâ€Adaptive Contact Poses for Virtual Characters. Computer Graphics Forum, 2014, 33, 1-10.	1.8	18
38	Direction-changing fall control of humanoid robots: theory and experiments. Autonomous Robots, 2014, 36, 199-223.	3.2	31
39	Kinematic and dynamic modeling of spherical joints using exponential coordinates. Proceedings of the Institution of Mechanical Engineers, Part C: Journal of Mechanical Engineering Science, 2014, 228, 1777-1785.	1.1	6
40	Reconstructing whole-body motions with wrist trajectories. Graphical Models, 2013, 75, 328-345.	1.1	6
41	Centroidal dynamics of a humanoid robot. Autonomous Robots, 2013, 35, 161-176.	3.2	302
42	An Efficient Motion Graph Searching Algorithm for Augmented Reality Characters. Lecture Notes in Computer Science, 2013, , 449-458.	1.0	1
43	Pose Calibration of Inertial Measurement Units on Joint-Constrained Rigid Bodies. Journal of the Korea Computer Graphics Society, 2013, 19, 13-22.	0.1	0
44	A momentum-based balance controller for humanoid robots on non-level and non-stationary ground. Autonomous Robots, 2012, 33, 399-414.	3.2	137
45	On Visual Artifacts of Physics Simulation in Augmented Reality Environment. , 2011, , .		6
46	Practical Character Physics for Animators. IEEE Computer Graphics and Applications, 2011, 31, 45-55.	1.0	11
47	Comprehensive biomechanical modeling and simulation of the upper body. ACM Transactions on Graphics, 2009, 28, 1-17.	4.9	136
48	Spline joints for multibody dynamics. ACM Transactions on Graphics, 2008, 27, 1-8.	4.9	23
49	Reaction Mass Pendulum (RMP): An explicit model for centroidal angular momentum of humanoid robots. Proceedings - IEEE International Conference on Robotics and Automation, 2007, , .	0.0	61
50	Heads up!. ACM Transactions on Graphics, 2006, 25, 1188-1198.	4.9	93