Kosuke Sato

List of Publications by Year
in descending order

75 papers	530 citations	933447 10 h-index	752698 20 g-index
77 all docs	77 docs citations	77 times ranked	323 citing authors

#	Article	IF	Citations
1	*SoftAR*: Visually Manipulating Haptic Softness Perception in Spatial Augmented Reality. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 1279-1288.	4.4	93
2	Extended Depth-of-Field Projector by Fast Focal Sweep Projection. IEEE Transactions on Visualization and Computer Graphics, 2015, 21, 462-470.	4.4	46
3	Projection-based visualization of tangential deformation of nonrigid surface by deformation estimation using infrared texture. Virtual Reality, 2015, 19, 45-56.	6.1	45
4	Approximated user-perspective rendering in tablet-based augmented reality. , 2013, , .		34
5	Dynamic defocus and occlusion compensation of projected imagery by model-based optimal projector selection in multi-projection environment. Virtual Reality, 2011, 15, 119-132.	6.1	29
6	Speeded-Up Focus Control of Electrically Tunable Lens by Sparse Optimization. Scientific Reports, 2019, 9, 12365.	3.3	25
7	Document search support by making physical documents transparent in projection-based mixed reality. Virtual Reality, 2011, 15, 147-160.	6.1	24
8	Geometrically Consistent Projection-Based Tabletop Sharing for Remote Collaboration. IEEE Access, 2018, 6, 6293-6302.	4.2	19
9	Mask Optimization for Image Inpainting. IEEE Access, 2018, 6, 69728-69741.	4.2	19
10	User Interface by Virtual Shadow Projection. , 2006, , .		17
11	Ambient sensing chairs for audience emotion recognition by finding synchrony of body sway. , 2012, , .		13
12	Artifact Reduction in Radiometric Compensation of Projector-Camera Systems for Steep Reflectance Variations. IEEE Transactions on Circuits and Systems for Video Technology, 2014, 24, 1631-1638.	8.3	12
13	Supporting Trembling Hand Typing Using Optical See-Through Mixed Reality. IEEE Access, 2017, 5, 10700-10708.	4.2	12
14	Shadow removal of projected imagery by occluder shape measurement in a multiple overlapping projection system. Virtual Reality, 2014, 18, 245-254.	6.1	10
15	Non-Contact Thermo-Visual Augmentation by IR-RGB Projection. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1707-1716.	4.4	10
16	FleXeen: Visually Manipulating Perceived Fabric Bending Stiffness in Spatial Augmented Reality. IEEE Transactions on Visualization and Computer Graphics, 2020, 26, 1433-1439.	4.4	10
17	Reducing Motion Blur Artifact of Foveal Projection for a Dynamic Focus-Plus-Context Display. IEEE Transactions on Circuits and Systems for Video Technology, 2015, 25, 547-556.	8.3	9
18	Super-resolution with randomly shaped pixels and sparse regularization. , 2013, , .		8

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19	Pseudo-Shape Sensation by Stereoscopic Projection Mapping. IEEE Access, 2018, 6, 40649-40655.	4.2	8
20	Touch sensing by image analysis of fingernail. , 2008, , .		7
21	Modifying Texture Perception With Pseudo-Haptic Feedback for a Projected Virtual Hand Interface. IEEE Access, 2020, 8, 120473-120488.	4.2	7
22	Liquid crystal range finderâ€â"a high-speed range-imaging system using liquid crystal shutter. Systems and Computers in Japan, 1989, 20, 89-99.	0.2	6
23	Stereoscopic Capture in Projection Mapping. IEEE Access, 2018, 6, 65894-65900.	4.2	6
24	Estimation of Subjective Difficulty and Psychological Stress by Ambient Sensing of Desk Panel Vibrations. SICE Journal of Control Measurement and System Integration, 2012, 5, 2-7.	0.7	6
25	Free-form Shape Design System using Stereoscopic Projector - HYPERREAL 2.0. , 2006, , .		5
26	A flying projector stabilizing image fluctuation. , 2014, , .		4
27	fARFEEL: Providing Haptic Sensation of Touched Objects Using Visuo-Haptic Feedback. , 2019, , .		4
28	Odor Modulation by Warming/Cooling Nose Based on Cross-modal Effect. , 2019, , .		4
29	Object tracking by comparing multiple viewpoint images to CG images. Systems and Computers in Japan, 2006, 37, 28-39.	0.2	3
30	Which is the Better Inpainted Image?Training Data Generation Without Any Manual Operations. International Journal of Computer Vision, 2019, 127, 1751-1766.	15.6	3
31	3D shape measurement using fixed camera and handheld laser scanner. , 2008, , .		2
32	A study of thermal sensation with visuo-thermal projection interfaces. , 2013, , .		2
33	[Poster] A preliminary study on altering surface softness perception using augmented color and deformation. , 2014, , .		2
34	Mental fatigue estimation based on facial expressions during speech. , 2015, , .		2
35	Mental fatigue estimation based on luminance changes in facial images. , 2016, , .		2
36	Augmented Environment Mapping for Appearance Editing of Glossy Surfaces. , 2019, , .		2

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37	Writing State Classification by Ambient Sedentary Behavior Sensing in Desk Work. IEEJ Transactions on Electronics, Information and Systems, 2013, 133, 373-379.	0.2	2
38	Construction of an Interpersonal Interaction System Using a Real Image-based Avatar. IEEJ Transactions on Electronics, Information and Systems, 2014, 134, 102-111.	0.2	2
39	Mental Fatigue Estimation Based on Facial Expression Change during Speech. Transactions of the Society of Instrument and Control Engineers, 2017, 53, 90-98.	0.2	2
40	Virtual Hand Representation and Motion Control for Smart Wheelchair with Touch-Based Extended Hand Projection. IEEJ Transactions on Electronics, Information and Systems, 2019, 139, 662-669.	0.2	2
41	CrossOverlayDesktop: Dynamic Overlay of Desktop Graphics between Co-located Computers for Multi-User Interaction. IEICE Transactions on Information and Systems, 2009, E92-D, 2445-2453.	0.7	1
42	Indoor navigation system using ID-modulated LED tube lights. IEEJ Transactions on Electrical and Electronic Engineering, 2012, 7, 514-520.	1.4	1
43	Multi-sensor-based ambient sensing system for the estimation of comfort/discomfort during desk work. , 2014, , .		1
44	[POSTER] Vergence-Based AR X-ray Vision. , 2015, , .		1
45	Generative Adversarial Network based Image Blur Compensation for Projection-Based Mixed Reality. , 2019, , .		1
46	Head orientation control of projection area for projected virtual hand interface on wheelchair. SICE Journal of Control Measurement and System Integration, 2021, 14, 223-232.	0.7	1
47	Uncalibrated Synthetic Aperture Photography for Defocus Control. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2009, 63, 857-865.	0.1	1
48	Robust 3-D Shape Measurement by Modulated Slit Light Against Interreflection and Subsurface Scattering. Transactions of the Society of Instrument and Control Engineers, 2010, 46, 589-597.	0.2	1
49	Visuo-Haptic Display by Embedding Imperceptible Spatial Haptic Information into Projected Images. Lecture Notes in Computer Science, 2020, , 226-234.	1.3	1
50	Hovering and Contact Representation of Laser Contour-Based Hand with Swinging Tablet PC for Distant Communication. , 2022, , .		1
51	Assistance system for designing mirrored surface using projector. , 2007, , .		0
52	DOA estimation of space light communication sensor network with exponentially amplitude modulated LED. , 2008, , .		0
53	A rapid anomalous region extraction method by iterative projection onto kernel eigenspace. , 2008, , .		0
54	Uncalibrated synthetic aperture for defocus control. , 2009, , .		0

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55	Dynamic control of multiple focal-plane projections for eliminating defocus and occlusion. , 2010, , .		0
56	Robust Estimation of Light Directions and Albedo Map of an Object of Known Shape. IPSJ Transactions on Computer Vision and Applications, 2011, 3, 172-185.	4.4	0
57	Recognizing the ID of modulated LED tube lights by using camera motion blur. IEEJ Transactions on Electrical and Electronic Engineering, 2012, 7, S96.	1.4	0
58	Community detection in real communication using body sway and voice information with ambient sensing chair. , 2013, , .		0
59	Camera based hand recognition for the graphically extended hand. , 2013, , .		0
60	An immersive projection display with dynamic reflectance control using photochromism. , 2014, , .		0
61	Multi-sensor-based Ambient Sensing System for the Estimation of Comfort/Discomfort to Lighting Condition During Desk Work. Journal of Information Processing, 2015, 23, 776-783.	0.4	0
62	[POSTER] Manipulating Haptic Shape Perception by Visual Surface Deformation and Finger Displacement in Spatial Augmented Reality. , 2015, , .		0
63	Projector Calibration Method using a Pinhole Mask Plate. , 2019, , .		0
64	Alleviating Vergence-Accommodation Conflict in Stereoscopic Projection by Time-Multiplexed Projection with Focal Sweep. , 2019, , .		0
65	Human Olfactory Interface for Odor Modulation Utilizing Gas Adsorption andÂDesorption: Evaluation of Separation Performance of Odorous Substances inÂAdsorption Process. Lecture Notes in Computer Science, 2021, , 431-435.	1.3	0
66	Investigation of Soft Display using Digital Fabrication and Phase-change Material. , 2021, , .		0
67	Stage Lighting Controller through Kansei Word Input. IEEJ Transactions on Electronics, Information and Systems, 2012, 132, 1999-2006.	0.2	0
68	A Tabletop Interface Using Nail Images and Real Object Recognition. IEEJ Transactions on Electronics, Information and Systems, 2012, 132, 1340-1346.	0.2	0
69	Tracking People with Active Cameras via Bayesian Risk Formulation. IEEJ Transactions on Electronics, Information and Systems, 2014, 134, 870-877.	0.2	0
70	Detection of Unconscious Facial Reactions to Uncomfortable Illumination. IEEJ Transactions on Electronics, Information and Systems, 2014, 134, 218-224.	0.2	0
71	[Paper] Visible-Light Image Synthesis from Infrared Images Using Texture Transfer. ITE Transactions on Media Technology and Applications, 2016, 4, 169-176.	0.5	0
72	Comfort/Discomfort Estimation based on Unconscious Reactions to Slight Illuminance Fluctuation. Transactions of the Institute of Systems Control and Information Engineers, 2017, 30, 183-190.	0.1	0

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73	Adaptive Visualization of Gas Distribution Using Augmented Reality Glasses. , 2020, , .		0
74	Uncalibrated synthetic aperture for defocus control. , 2009, , .		0
75	Basic Study for VR Image Presentation Method and Display Design for Bedridden Patients. IEEJ Transactions on Electronics, Information and Systems, 2022, 142, 513-521.	0.2	0