Yebin Liu

List of Publications by Year
in descending order

48 papers	2,973 citations	279798 23 h-index	361022 35 g-index
48 all docs	48 docs citations	48 times ranked	1472 citing authors

#	Article	IF	Citations
1	PaMIR: Parametric Model-Conditioned Implicit Representation for Image-Based Human Reconstruction. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2022, 44, 3170-3184.	13.9	88
2	MulayCap: Multi-Layer Human Performance Capture Using a Monocular Video Camera. IEEE Transactions on Visualization and Computer Graphics, 2022, 28, 1862-1879.	4.4	12
3	Model Study of Transient Imaging With Multi-Frequency Time-of-Flight Sensors. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, 43, 3523-3539.	13.9	2
4	FlyFusion: Realtime Dynamic Scene Reconstruction Using a Flying Depth Camera. IEEE Transactions on Visualization and Computer Graphics, 2021, 27, 68-82.	4.4	22
5	Revisiting Light Field Rendering with Deep Anti-Aliasing Neural Network. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2021, PP, 1-1.	13.9	23
6	Image-Guided Human Reconstruction via Multi-Scale Graph Transformation Networks. IEEE Transactions on Image Processing, 2021, 30, 5239-5251.	9.8	7
7	Spatial-Angular Attention Network for Light Field Reconstruction. IEEE Transactions on Image Processing, 2021, 30, 8999-9013.	9.8	25
8	Function4D: Real-time Human Volumetric Capture from Very Sparse Consumer RGBD Sensors. , 2021, , .		110
9	DeepMultiCap: Performance Capture of Multiple Characters Using Sparse Multiview Cameras. , 2021, , .		31
10	UnstructuredFusion: Realtime 4D Geometry and Texture Reconstruction Using Commercial RGBD Cameras. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2020, 42, 2508-2522.	13.9	41
11	DoubleFusion: Real-Time Capture of Human Performances with Inner Body Shapes from a Single Depth Sensor. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2020, 42, 2523-2539.	13.9	29
12	PoNA: Pose-Guided Non-Local Attention for Human Pose Transfer. IEEE Transactions on Image Processing, 2020, 29, 9584-9599.	9.8	37
13	Learning to Reconstruct and Understand Indoor Scenes From Sparse Views. IEEE Transactions on Image Processing, 2020, 29, 5753-5766.	9.8	2
14	RobustFusion: Human Volumetric Capture with Data-Driven Visual Cues Using a RGBD Camera. Lecture Notes in Computer Science, 2020, , 246-264.	1.3	41
15	NormalGAN: Learning Detailed 3D Human from a Single RGB-D Image. Lecture Notes in Computer Science, 2020, , 430-446.	1.3	22
16	Light Field Reconstruction Using Convolutional Network on EPI and Extended Applications. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2019, 41, 1681-1694.	13.9	87
17	Learning Sheared EPI Structure for Light Field Reconstruction. IEEE Transactions on Image Processing, 2019, 28, 3261-3273.	9.8	86
18	Mask-Pose Cascaded CNN for 2D Hand Pose Estimation From Single Color Image. IEEE Transactions on Circuits and Systems for Video Technology, 2019, 29, 3258-3268.	8.3	61

#	Article	IF	Citations
19	DeepHuman: 3D Human Reconstruction From a Single Image. , 2019, , .		210
20	SimulCap : Single-View Human Performance Capture With Cloth Simulation. , 2019, , .		58
21	Outdoor Markerless Motion Capture with Sparse Handheld Video Cameras. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1856-1866.	4.4	19
22	FlyCap: Markerless Motion Capture Using Multiple Autonomous Flying Cameras. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2284-2297.	4.4	39
23	Robust Non-Rigid Motion Tracking and Surface Reconstruction Using L_0 Regularization. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 1770-1783.	4.4	16
24	DoubleFusion: Real-Time Capture of Human Performances with Inner Body Shapes from a Single Depth Sensor. , 2018, , .		160
25	Shape and Pose Estimation for Closely Interacting Persons Using Multiâ€view Images. Computer Graphics Forum, 2018, 37, 361-371.	3.0	9
26	HybridFusion: Real-Time Performance Capture Using a Single Depth Sensor and Sparse IMUs. Lecture Notes in Computer Science, 2018, , 389-406.	1.3	47
27	DDRNet: Depth Map Denoising and Refinement for Consumer Depth Cameras Using Cascaded CNNs. Lecture Notes in Computer Science, 2018, , 155-171.	1.3	35
28	Frequency-Domain Transient Imaging. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2017, 39, 937-950.	13.9	6
29	Light-Field Depth Estimation via Epipolar Plane Image Analysis and Locally Linear Embedding. IEEE Transactions on Circuits and Systems for Video Technology, 2017, 27, 739-747.	8.3	71
30	Light Field Image Processing: An Overview. IEEE Journal on Selected Topics in Signal Processing, 2017, 11, 926-954.	10.8	385
31	Light Field Reconstruction Using Deep Convolutional Network on EPI. , 2017, , .		141
32	BodyFusion: Real-Time Capture of Human Motion and Surface Geometry Using a Single Depth Camera. , 2017, , .		108
33	Real-Time Geometry, Albedo, and Motion Reconstruction Using a Single RGB-D Camera. ACM Transactions on Graphics, 2017, 36, 1.	7.2	73
34	Real-Time Geometry, Albedo, and Motion Reconstruction Using a Single RGB-D Camera. ACM Transactions on Graphics, 2017, 36, 1-13.	7.2	64
35	Robust Non-rigid Motion Tracking and Surface Reconstruction Using L0 Regularization. , 2015, , .		78
36	Light field from micro-baseline image pair. , 2015, , .		65

#	Article	IF	Citations
37	Resolving transient time profile in ToF imaging via log-sum sparse regularization. Optics Letters, 2015, 40, 918.	3.3	19
38	Intrinsic video and applications. ACM Transactions on Graphics, 2014, 33, 1-11.	7.2	72
39	Fourier Analysis on Transient Imaging with a Multifrequency Time-of-Flight Camera. , 2014, , .		31
40	Video-based hand manipulation capture through composite motion control. ACM Transactions on Graphics, 2013, 32, 1-14.	7.2	66
41	Capturing Relightable Human Performances under General Uncontrolled Illumination. Computer Graphics Forum, 2013, 32, 275-284.	3.0	30
42	Markerless Motion Capture of Multiple Characters Using Multiview Image Segmentation. IEEE Transactions on Pattern Analysis and Machine Intelligence, 2013, 35, 2720-2735.	13.9	90
43	Noisy Depth Maps Fusion for Multiview Stereo Via Matrix Completion. IEEE Journal on Selected Topics in Signal Processing, 2012, 6, 566-582.	10.8	39
44	Performance Capture of Interacting Characters with Handheld Kinects. Lecture Notes in Computer Science, 2012, , 828-841.	1.3	60
45	Shading-based dynamic shape refinement from multi-view video under general illumination. , 2011, , .		74
46	Markerless motion capture of interacting characters using multi-view image segmentation. , 2011, , .		94
47	Vision field capture for advanced 3DTV applications. , 2011, , .		2
48	A Point-Cloud-Based Multiview Stereo Algorithm for Free-Viewpoint Video. IEEE Transactions on Visualization and Computer Graphics, 2010, 16, 407-418.	4.4	86