

Chien-Yu Chen

List of Publications by Year in descending order

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papers

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2258059

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8
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21
all docs

21
docs citations

21
times ranked

54
citing authors

#	ARTICLE	IF	CITATIONS
1	Reducing cybersickness by implementing texture blur in the virtual reality content. <i>Virtual Reality</i> , 2022, 26, 789-800.	6.1	4
2	Reducing Defocused-Information Crosstalk to Multi-View Holography by Using Multichannel Encryption of Random Phase Distribution. <i>Applied Sciences (Switzerland)</i> , 2022, 12, 1413.	2.5	3
3	The Effect of Dynamic Lighting for Working Shift People on Clinical Heart Rate Variability and Human Slow Wave Sleep. <i>Applied Sciences (Switzerland)</i> , 2022, 12, 2284.	2.5	3
4	Variations in intraocular pressure and visual parameters before and after using mobile virtual reality glasses and their effects on the eyes. <i>Scientific Reports</i> , 2022, 12, 3176.	3.3	4
5	Imaging evaluation of computer-generated hologram by using three-dimensional modified structural similarity index. <i>Journal of Optics (United Kingdom)</i> , 2022, 24, 055702.	2.2	2
6	Research on the Application of the Dynamic Assisted Sleep Light to Smart Mobile Devices. <i>Applied Sciences (Switzerland)</i> , 2022, 12, 5191.	2.5	2
7	Reducing the discomfort in viewing 3D video with a prism device modified eye convergence. <i>Heliyon</i> , 2021, 7, e06877.	3.2	0
8	A theoretical framework for general design of two-materials composed diffractive fresnel lens. <i>Scientific Reports</i> , 2021, 11, 15466.	3.3	2
9	Changes in Humans' Autonomic Nervous System under Dynamic Lighting Environment During A Short Rest. <i>Journal of Healthcare Engineering</i> , 2021, 2021, 1-7.	1.9	2
10	The optical design of an electronic eyepiece on a 3D microscope system. <i>Optik</i> , 2021, 247, 167964.	2.9	0
11	An Augmented Reality Head-Up Display System with a Wide-View Eyebow. <i>International Journal of Optics</i> , 2020, 2020, 1-9.	1.4	2
12	PQ: Full-Color Computer-Generated Holograms Based on Offset Algorithm and Tilted Mechanism. <i>Digest of Technical Papers SID International Symposium</i> , 2019, 50, 1540-1542.	0.3	0
13	PS: Wide Angle Light-Field Holographic Display System with Angular Multiplexing. <i>Digest of Technical Papers SID International Symposium</i> , 2019, 50, 1547-1548.	0.3	0
14	2D/3D-Display Auto-Adjustment Switch System. <i>IEEE Journal of Biomedical and Health Informatics</i> , 2018, 22, 799-805.	6.3	7
15	6.2: <i>Invited Paper:</i> The Development of a Head Mounted Holographic Retina Display. <i>Digest of Technical Papers SID International Symposium</i> , 2018, 49, 56-56.	0.3	0
16	P`: Augmented Reality Holographic Display System Free of Zero-Order and Conjugate Images. <i>Digest of Technical Papers SID International Symposium</i> , 2018, 49, 1542-1544.	0.3	0
17	P-99: Optical Methods for Tunable-Focus in Augmented Reality Head-Mounted Display. <i>Digest of Technical Papers SID International Symposium</i> , 2018, 49, 1553-1554.	0.3	0
18	The comparison of accommodative response and ocular movements in viewing 3D and 2D displays. <i>Displays</i> , 2017, 49, 59-64.	3.7	14

#	ARTICLE	IF	CITATIONS
19	P-226L: <i>Late-News Poster</i> The Optical Design of Head-mounted Display System Based on Computer Generated Holography. Digest of Technical Papers SID International Symposium, 2017, 48, 1656-1658.	0.3	1
20	3-D modified Gerchberg-Saxton algorithm developed for panoramic computer-generated phase-only holographic display. Journal of the Optical Society of America B: Optical Physics, 2017, 34, B42.	2.1	26
21	P-87: A Full-Color Computer Generated Holography for Panoramic Reconstruction. Digest of Technical Papers SID International Symposium, 2016, 47, 1449-1451.	0.3	0