

## Name: 李同益 Tong-Yee Lee (2018/April/23)

註：網址 [http://graphics.csie.ncku.edu.tw/Tony/record\\_new.htm](http://graphics.csie.ncku.edu.tw/Tony/record_new.htm)可取得主要期刊論文之相關 video簡介。

### Journal Paper

#### (a). ACM/IEEE Transactions/Journals

1. (2018) Yunfei Fu, Hongchuan Yu, Chih-Kuo Yeh, Jianjun Zhang, Tong-Yee Lee\* "High Relief from Brush Painting" *IEEE Transactions on Visualization and Computer Graphics (major revision)* 2018/04 (SCI/EI)
2. (2018) Bin Sheng, Chuanming Liu, Ping Li, Ping Tan, and Tong-Yee Lee "Intrinsic Images Decomposition Using Illumination Optimization from a Single Image," *IEEE Transactions on Visualization and Computer Graphics (major revision)*, 2018/04, (SCI/EI)
3. (2018) Fan Tang, Weiming Dong, Yiping Meng, Chongyang Ma, Fuzhang Wu, Xinrui Li, Tong-Yee Lee "Image Retargetability," *IEEE Transactions on Multimedia (major revision)*, 2018/03 (SCI/EI)
4. (2018) Shih-Syun Lin, Charles C. Morace, Chao-Hung Lin, Li-Fong Hsu, Tong-Yee Lee\* "Generation of Escher Arts with Dual Perception," *IEEE Transactions on Visualization and Computer Graphics*, vol. 24, No.2, 2018, pp. 1103-1113 (SCI/EI)
5. (2018) Yi-Jheng Huang, Wen-Chieh Lin, I-Cheng Yeh, Tong-Yee Lee "Geometric and Textural Blending for 3D Model Stylization," *IEEE Transactions on Visualization and Computer Graphics*, vol. 24, No.2, 2018, pp. 1114-1126 (SCI/EI)
6. (2017) Chih-Kuo Yeh, Shi-Yang Huang, Pradeep Kumar Jayaraman, Chi-Wing Fu, Tong-Yee Lee\* "Interactive High-Relief Reconstruction for Organic and Double-sided Objects from a Photo," *IEEE Transactions on Visualization and Computer Graphics*, Vol. 23, No. 7, 2017, pp. 1796~1808 (SCI/EI)
7. (2017) Ying-Miao Kuo, Hung-Kuo Chu, Ming-Te Chi, Ruen-rone Lee, Tong-Yee Lee, "Ambiguous Figure-Ground Images," *IEEE Transactions on Visualization and Computer Graphics*, vol. 23, No. 5, 2017, pp. 1534~1545 (SCI/EI)
8. (2016) Shih-Syun Lin, Chao-hung Lin Yu-Hsuan Kuo; Tong-Yee Lee, "Consistent Volumetric Warping Using Floating Boundaries for Stereoscopic Video Retargeting," *IEEE Transactions on Circuits and Systems for Video Technology*, vol. 5, No. 26, May 2016, pp. 801-813 (SCI/EI)
9. (2016) Weiming Dong, Fuzhang Wu, Yan Kong, Xing Mei, Tong-Yee Lee, Xiaopeng Zhang, "Image Retargeting by Content-Aware Synthesis," *IEEE Transactions on Visualization and Computer Graphics*, vol. 22, No. 2, Feb. 2016, pp.1088~1101 (SCI/EI)

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11. (2015) Shih-Syun Lin, Min-Chun Hu, Chien-Han Lee, Tong-Yee Lee\* "Efficient QR Code Beautification with High Quality Visual Content." *IEEE Transactions on Multimedia*, Sept. Issue, pp. 1515-1524, 2015 (SCI/EI)
12. (2015) Ming-Te Chi, Shih-Syun Lin, Shiang-Yi Chen, Chao-Hung Lin, Tong-Yee Lee\*, "Morphable Word Clouds for Time-varying Text Data Visualization," *IEEE Transactions on Visualization and Computer Graphics*, No.12 - Dec. ,vol.21, pp: 1415-1426, 2015 (SCI/EI) (also presented at ACM SIGGRAPH Asia, Kobe, Japan, Nov. 2-5. 2015 )
13. (2015) Chih-Kuo Yeh, Pradeep Kumar Jayaraman, Xiaopei Liu, Chi-Wing Fu, Tong-Yee Lee\* "2.5D Cartoon Hair Modeling and Manipulation" *IEEE Transactions on Visualization and Computer Graphics*, Vol. 21, No.1, 2015, pp. 304-314 (SCI/EI)
14. (2014) Shih-Syun Lin, Chao-Hung Lin, Shu-Huai Chang, Tong-Yee Lee, "Object-Coherence Warping for Stereoscopic Image Retargeting," *IEEE Transactions on Circuits and Systems for Video Technology*, Vol. 24, Issue No. 5, May 2014, pp. 759-768 (SCI/EI)
15. (2014) Shih-Syun Lin ,Chao-Hung Lin, Yan-Jhang Hu, Tong-Yee Lee, "Drawing Road Networks with Mental Maps," *IEEE Transactions on Visualization and Computer Graphics*, Vol. 20, No.9, pp. 1241-1252, Sept. Issue, 2014. (SCI/EI) (also presented at ACM SIGGRAPH Asia 2014,Shenzhen, China. Dec. 2014)
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17. (2013) Shih-Syun Lin, Chao-Hung Lin, I-Cheng Yeh, Shu-Huai Chang, Chih-Kuo Yeh, Tong-Yee Lee, "Content-aware Video Retargeting Using Object-preserving Warping," *IEEE Transactions on Visualization and Computer Graphics*, Vol. 19, No. 10, Oct. 2013, pp. 1677-1688. (SCI/EI, ISI ranking: [4/103=3.8%@2011](#))
18. (2013) Shih-Syun Lin, I-Cheng Yeh, Chao-Hung Lin, Tong-Yee Lee, "Patch-based Image Warping for Content-Aware Retargeting ," *IEEE Transactions on Multimedia*, Vol. 15, No. 2, 2013, Feb. , pp. 359 - 368 (SCI/EI)
19. (2013) YuShuen Wang, Feng Liu, Pu-Sheng Hsu, Tong-Yee Lee, "Spatially and Temporally Optimized Video Stabilization," *IEEE Transactions on Visualization and Computer Graphics*, Vol. 19, No. 8, pp. 1354-61, 2013. (SCI/EI, ISI ranking: [4/103=3.8%@2011](#))

20. (2013) Chih-Kuo Yeh, Peng Song, Peng-Yen Lin, Chi-Wing Fu, Chao-Hung Lin, **Tong-Yee Lee\***, "Double-sided 2.5D Graphics," *IEEE Transactions on Visualization and Computer Graphics*, Vol., 19, No. 2, Feb., pp. 225-235, 2013 (SCI/EI, ISI ranking: 4/103=3.8%@2011)
21. (2012) Min-Wen Chao, Chao-Hung Lin, Jackie Assa, **Tong-Yee Lee\***, "Human Motion Retrieval from Hand-drawn Sketch ," *IEEE Transactions on Visualization and Computer Graphics*, Vol. 18, No. 5, May Issue, pp. 729-740, 2012. (SCI/EI, ISI ranking: 4/103=3.8%@2011)
22. (2012) Zhi-Yuan Yao, Ming-Te Chi, **Tong-Yee Lee\***, Tao Ju, "Region-Based Line Field Design Using Harmonic Functions," Vol. 18, No. 6, June Issue, *IEEE Transactions on Visualization and Computer Graphics*, pp. 902-913, 2012 (SCI/EI, ISI ranking: 4/103=3.8%@2011)
23. (2012) Hongchuan YU, **Tong-Yee Lee**, I-Cheng Yeh, Xiaosong Yang, Wenxi Li and Jian J. Zhang, "RBF-based Reparameterization Method for Constrained Texture Mapping " *IEEE Transactions on Visualization and Computer Graphics*, July 2012 (vol. 18 no. 7) pp. 1115-1124 (SCI/EI, ISI ranking: 4/103=3.8%@2011)
24. (2012) Kun-Chuan Feng, Chaoli Wang, Han-Wei Shen, **Tong-Yee Lee\***, "Coherent Time-Varying Graph Drawing with Multi-Focus+Context Interaction," *IEEE Transactions on Visualization and Computer Graphics*, Vol. 18, No. 8, August 2012, pp. 1330-1342 2012 (SCI/EI, ISI ranking: 4/103=3.8%@2011)
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27. (2011) YuShuen Wang, Jen-Hung Hsiao, Olga Sorkine, **Tong-Yee Lee**, "Scalable and Coherent Video Resizing with Per-Frame Optimization," *ACM Transaction on Graphics* (also in **Proceedings of SIGGRAPH 2011國際頂尖重要會議** ), Vol. 30, No.4, Aug 2011 (SCI/EI, ISI ranking: 2/103=1.9%@2011 )
28. (2011) YuShuen Wang, Chaoli Wang, **Tong-Yee Lee\***, Kwan-Liu Ma, "Feature-Preserving Volume Data Reduction and Focus+Context Visualization," *IEEE Transactions on Visualization and Computer Graphics*, Vol. 17, No.2, Feb. Issue, pp. 171-181, 2011 (SCI/EI, ISI ranking: 4/103=3.8%@2011)
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  34. (2009) Niloy J. Mitra, Hung-Kuo Chu, Tong-Yee Lee, Lior Wolf, Hezy Yeshurun, Daniel Cohen-Or, “Emerging Images, ”*ACM Transaction on Graphics* (also in **Proceedings of SIGGRAPH Asia 2009**國際頂尖重要會議), Vol. 28, No.5, Article: 163, Dec. 2009, (SCI/EI, ISI ranking: 2/103=1.9%@2011 )
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39. **(2008)** Yu-Shuen Wang, Chiew-Lan Tai, Olga Sorkine, **Tong-Yee Lee\***, "Optimized Scale-and-Stretch for Image Resizing," *ACM Transaction on Graphics* (also in **Proceedings of SIGGRAPH Asia 2008國際頂尖重要會議**) Vol. 27, No.5, Dec. 2008 (**SCI/EI**, ISI ranking: 2/103=**1.9%**@2011)
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  41. **(2008)** Yu-Shuen Wang, **Tong-Yee Lee\***, Chiew-Lan Tai, "Focus+Context Visualization with Distortion Minimization," *IEEE Transactions on Visualization and Computer Graphics* (also in **Proceedings of IEEE Visualization 2008國際頂尖重要會議**), Volume 14, Number 6, November, 2008 (**SCI/EI**, ISI ranking: 2/103=**1.9%**@2011).
  42. **(2008)** **Tong-Yee Lee\***, Shao-Wei Yen I-Cheng Yeh, "Texture Mapping with Hard Constraints Using Warping Scheme," *IEEE Transactions on Visualization and Computer Graphics* March/April, Vol. 14, No. 2, pp. 382-395,2008 (**SCI/EI**, ISI ranking: 4/103=**3.8%**@2011).
  43. **(2008)** Chung-Ren Yan, Ming-Te Chi, **Tong-Yee Lee\***, Wen-Chieh Lin, "Stylized Rendering Using Samples of a Painted Image," *IEEE Transactions on Visualization and Computer Graphics* March/April, Vol. 14, No. 2, pp. 468-480,2008 (**SCI/EI**, ISI ranking: 4/103=**3.8%**@2011).
  44. **(2008)** **Tong-Yee Lee\***, Chao-Hung Lin, Yu-Shuen Wang, Tai-Guang Chen, "Animation Key-frame Extraction and Simplification Using Deformation Analysis," *IEEE Transactions on Circuits and Systems for Video Technology*, April, Vol. 18, No. 4, 2008, pp. 478-486 (**SCI/EI**, ISI ranking : 24/229=**10%**, 41/227=**18%**@2007)
  45. **(2008)** Yu-Shuen Wang, **Tong-Yee Lee\***, "Curve Skeleton Extraction Using Non-Linear Least Squares Optimization," *IEEE Transactions on Visualization and Computer Graphics*, July/Aug, Vol. 14, No. 4. 2008, pp. 926-936 (**SCI/EI**, ISI ranking: 4/103=**3.8%**@2011).
  46. **(2008)** Zhi-Yuan Yao, **Tong-Yee Lee\***, "Adaptive Geometry Image," *IEEE Transactions on Visualization and Computer Graphics*, July/Aug, Vol. 14, No. 4., 2008, pp. 948-960 (**SCI/EI**, ISI ranking: 4/103=**3.8%**@2011).
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### (b). Other International Journals

- 1 (2018) Chih-Kuo Yeh, Hung-Kuo Chu, Min-Jen Chang, Tong-Yee Lee\*, “Anamorphic Image Generation Using Hybrid Texture Synthesis,” *Journal of Information Science and Engineering*, Vol. 34, pp. 123-134, 2018 (SCI/EI)
- 2 (2014) Hongchuan Yu, Jian J. Zhang, Tong-Yee Lee, “Foldover-free Shape Deformation For Biomedicine,” *Journal of Biomedical Informatics*, 48(2014), pp. 137-147, 2014 (Impact Factor 2.131@2012) (SCI/EI)
- 3 (2014) Ming-Te, Chih-Yuan Yao, Eugene Zhang, Tong-Yee Lee, “Optical Illusion Shape Texturing using Repeated Asymmetric Patterns ” *The Visual Computer Journal*, July 30(2014), pp. 809-819, 2014 (SCI/EI)
- 4 (2013) Chih -Kuo Yeh, Zhanping Liu, David Kuo, Tong-Yee Lee\*, “Animating streamlines with repeated asymmetric patterns for steady flow visualization, ” *Journal of Information Visualization*, July-October 2013 vol. 12 no. 3-4 pp. 257-272, 2013 (SCI/EI)
- 5 (2011) Min-Wen Chao, Chao-Hung Lin, Chih-Chieh Chang, Tong-Yee Lee\*, “A Graph-based Shape Matching Scheme for 3D Articulated Objects ” *Computer Animation and Virtual Worlds Journal* Vol.22, pp. 295-305, April-May 2011 (a special issue of 24th Annual Conference on Computer Animation and Social Agents, May 26-28, 2011 in Chengdu, China) (SCI/EI)
- 6 (2011) I-Cheng Yeh, Chao-Hung Lin, Hung-Jen Chien, Tong-Yee Lee\*, “Efficient Camera Path Planning Algorithm for Human Motion Overview ” *Computer Animation and Virtual Worlds Journal* Vol.22, pp. 239-250, April-May 2011 (a special issue of 24th Annual Conference on Computer Animation and Social Agents, May 26-28, 2011 in Chengdu, China) (SCI/EI)
- 7 (2010) Chao-Hung Lin, Min-Wen Chao, Chan-Yu Liang, Tong-Yee Lee\*, “A Novel Semi-blind-and-Semi-reversible Robust Watermarking Scheme for 3D Polygonal Models,” *The Journal of Visual Computer* (special issue of Computer Graphics International (CGI) 2010 Conference 8-11, June, Singapore, 2010) Volume 26, Numbers 6-8, 1101-1111, (SCI/EI)
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- 10 (2008) Yu-Shuen Wang, Tong-Yee Lee\*, ““Example-driven Animation Synthesis ” *The Journal of Visual Computer* (selected as a special issue of CGI 2008, Graphics International 2008, **accepting rate: 39/220=17%**, Istanbul, Turkey, June 2008) (SCI/EI)

- 11 **(2008)** Ping-Hsien Lin, Hung-Kuo Chu, Tong-Yee Lee\*, "Smooth Shape Interpolation for 2D Polygons," *International Journal of Innovative Computing, Information and Control* (IJICIC), Vol.4, No.9, September 2008, pp. 2405-2417. **(SCI/EI)**
- 12 **(2008)** Yu-Shuen Wang, Chao-Hung Lin, Tong-Yee Lee\*, "Interactive Model Decomposition Using Protrusive Graph," *International Journal of Innovative Computing, Information and Control* (IJICIC), Vol.4, No.8, August 2008, pp. 1887-1896. **(SCI/EI)**
- 13 **(2008)** Tong-Yee Lee\*, Ping-Hsien Lin, Shao-Wei Yen, Ming-Te Chi, Zhi-Yuan Yao, Jin-Lung Lin, "Exaggeration Cloning From Example Sequence," **(Invited paper)** to appear *International Journal of Computer Sciences and Engineering Systems*, Volume 3 Number 4, pp. 307-313, 2009, (preliminary version appeared in CASA 2007, June 11th-13th, 2007, Belgium).
- 14 **(2007)** Tong-Yee Lee\*, Chao-Hung Lin, Hung-Kuo Chu, Yu-Shuen Wang, Shao-Wei Yen, Chang-Rung Tsai, "Mesh Pose-Editing Using Examples", *Computer Animation and Virtual Worlds Journal*, Volume 18, Issue 4-5 (September - December 2007), pp. 235-245. **(SCI/EI)**
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- 17 **(2006)** Tong-Yee Lee\*, Zhi-Yuan Yao, Hung-Kuo Chu, Ming-Jen Tai, and Cheng-Chieh Chen, "Generating Genus-n-to-m Mesh Morphing Using Spherical Parameterization", *Journal of Computer Animation and Virtual Worlds*, July, 2006, CAVW 17(3-4), pp. 433-443. **(SCI/EI)**
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- 19 **(2006)** Tong-Yee Lee\*, Yu-Shuen Wang , Tai-Guang Chen, "Segmenting a Deforming Mesh into Near-Rigid Components," *The Journal of Visual Computer* (special issue of The 14th Pacific Conference on Computer Graphics and Applications, **(Pacific Graphics 2006, accepted rate = 17%)**) Vol. 22, No. 9-11, Sept. 2006, pp. 729-739 **(SCI/EI)**
- 20 **(2005)** Tong-Yee Lee\*, Chien-Chi Huang, "Dynamic and Adaptive Morphing of Three-dimensional Mesh Using Control Maps," *IEICE Trans. on Information and Systems*, March Issue, Vol. E88-D, No. 3, March, 2005, pp. 646-651. **(SCI/EI)**



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## Patents

- 虛擬海洋生物系統 (發明專利證號： 305315, 公告日期：中華民國 98年 01月 11日)
- US Provisional Patent Application No. 61/334,953, \Apparatus, systems, computer-accessible medium and methods for video cropping, temporally-coherent warping and retargeting" (**Note: will be licensed to Walt Disney**)
- 099-080EP-TW1 一種不等比例影像縮放之處理方法(PD 4293) 099127214 (pending)
- 099-080EP-TW2 一種顯示器之影片播放系統 (PD 4293-1) 099127215 (pending)
- 099-080EP-TW3 一種影片資料處理系統 (PD 4293-2)099127216 (pending)
- 099-080EP-TW4 一種觸控系統 (PD 4293-3) 099127217 (pending)
- 099-080EP-TW5 一種影片輸出格式系統 (PD 4293-4) 099127218 (pending)
- 099-080EP-TW6 一種不等比例影片縮放之圖像處理器 (PD4293-5) 099127219 (pending)