

Name: 李同益 Tong-Yee Lee (2017/April/05)

註：網址 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. (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)
2. (2017) Yi-Jheng Huang, Wen-Chieh Lin, I-Cheng Yeh, Tong-Yee Lee "Geometric and Textural Blending for 3D Model Stylization," (accepted) *IEEE Transactions on Visualization and Computer Graphics*, 2017(SCI/EI)
3. (2017) Shih-Syun Lin, Charles C. Morace, Chao-Hung Lin, Li-Fong Hsu, Tong-Yee Lee* "Generation of Escher Arts with Dual Perception" (accepted) *IEEE Transactions on Visualization and Computer Graphics*, 2017 (SCI/EI)
4. (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)
5. (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)
6. (2016) Yan Kong, Weiming Dong, Xing Mei, Chongyang Ma, Tong-Yee Lee, Siwei Lyu, Feiyue Huang, and Xiaopeng Zhang "Measuring and Predicting Visual Importance of Similar Objects" *IEEE Transactions on Visualization and Computer Graphics*, Vol. 22, No. 12, pp. 2564~2578, Dec., 2016 (SCI/EI)
7. (2016) 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," (accepted) *IEEE Transactions on Visualization and Computer Graphics* (SCI/EI)
8. (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)
9. (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)

10. **(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)**
11. **(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)**
12. **(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)*
13. **(2014)** Weiming Dong, Ning Zhou, **Tong-Yee Lee**, Fuzhang Wu, Yan Kong and Xiaopeng Zhang, "Summarization-Based Image Resizing by Intelligent Object Carving," *IEEE Transactions on Visualization and Computer Graphics*, Vol. 20, No. 1, Jan. Issue, 2014, pp. 111-124 **(SCI/EI)**, ISI ranking: [4/103=3.8%@2011](#))
14. **(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](#))
15. **(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)**
16. **(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)
17. **(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)
18. **(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)
19. **(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)
20. **(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)
 21. **(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)
 22. **(2012)** I-Cheng Yeh, Wen-Chieh Lin, **Tong-Yee Lee***, Hsin-Ju Han, Jehee Lee, Manmyung Kim, "Social-Event-Driven Camera Control for Multi-Character Animations ," *IEEE Transactions on Visualization and Computer Graphics*, Vol. 18, No. 9, pp. 1496-1510 (**SCI/EI**, ISI ranking: 4/103=**3.8%**@2011)
 23. **(2011)** I-Cheng Yeh, Chao-Hung Lin, Olga Sorkine, **Tong-Yee Lee***, "Template-based 3D Model Fitting Using Dual-domain Relaxation," *IEEE Transactions on Visualization and Computer Graphics*, Vol., 17, No. 8, pp. 1178-1190, 2011 (**SCI/EI**, ISI ranking: 4/103=**3.8%**@2011)
 24. **(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)
 25. **(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)
 26. **(2010)** Huisi Wu, Yushuen Wang, Kun-Chuan Feng, Tien-Tsin Wong, **Tong-Yee Lee**, Pheng-Ann Heng, "Resizing by Summarization", Vol. 29, No. 6, Article No. 159, *ACM Transactions on Graphics* (also in **Proceedings of SIGGRAPH Asia 2010國際頂尖重要會議**), Seoul, 2010 (**SCI/EI**, ISI ranking: 2/103=**1.9%**@2011)
 27. **(2010)** YuShuen Wang, Hui-Chih Lin, Olga Sorkine, **Tong-Yee Lee***, "Motion-based Video Retargeting with Optimized Crop-and-Warp," *ACM Transaction on Graphics* (also in **Proceedings of SIGGRAPH 2010國際頂尖重要會議**), Vol. 29, No.3, Article No. 90, pp. 1-9, July 2010 (**SCI/EI**, ISI ranking: 2/103=**1.9%**@2011)
 28. **(2010)** Hung-Kuo Chu, Wei-Hsin Hsu, Niloy J. Mitra, Daniel Cohen-Or, Tien-Tsin Wong, **Tong-Yee Lee***, "Camouflage Images," *ACM Transaction on Graphics* (also in **Proceedings of SIGGRAPH 2010國際頂尖重要會議**),

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29. **(2010)** Yao-Yang Tsai, Wen-Chieh Lin, Kuangyou B. Cheng, Jehsee Lee, **Tong-Yee Lee***, “Real-time Physics-based 3D Biped Character Animation Using an Inverted Pendulum Model ” *IEEE Transactions on Visualization and Computer Graphics*, March/April Issue, Vol. 16, No. 2, pp. 325-337,2010 (**SCI/EI**, ISI ranking: 4/103=**3.8%**@2011)
 30. **(2009)** YuShuen Wang, Hongbo Fu, Olga Sorkine, **Tong-Yee Lee***, and Hans-Peter Seidel, “Motion-Aware Temporal Coherence for Video Resizing,” *ACM Transaction on Graphics* (also in **Proceedings of SIGGRAPH Asia 2009國際頂尖重要會議**), Vol. 28, No.5, Article: 127, Dec. 2009, (**SCI/EI**, ISI ranking: 2/103=**1.9%**@2011)
 31. **(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)
 32. **(2009)** Hung-Kuo Chu, **Tong-Yee Lee***, “Multi-resolution Mean Shift Clustering Algorithm for Shape Interpolation,” *IEEE Transactions on Visualization and Computer Graphics*, vol. 15, No. 5, pp. 853-866, 2009 (**SCI/EI**, ISI ranking: 4/103=**3.8%**@2011).
 33. **(2009)** Min-Wen Chao, Chao-Hung Lin, Cheng-Wei Yu and **Tong-Yee Lee***, “A High Capacity 3D Steganography Algorithm,” *IEEE Transactions on Visualization and Computer Graphics*, March/April ,vol. 15 no. 2, pp. 274-284,2009 (**SCI/EI**, ISI ranking: 4/103=**3.8%**@2011).
 34. **(2008)** Ming-Te Chi, **Tong-Yee Lee***, Yingge Qu, Tien-Tsin Wong, “Self-Animating Images: Illusory Motion Using Repeated Asymmetric Patterns,” *ACM Transaction on Graphics* (also in **Proceedings of ACM SIGGRAPH 2008國際頂尖重要會議**) Vol. 27, No.3, Article: 62, August 2008 (**SCI/EI**, ISI ranking: 2/103=**1.9%**@2011)
 35. **(2008)** Oscar Kin-Chung Au, Chiew-Lan Tai, Hung-Kuo Chu, Daniel Cohen-Or, **Tong-Yee Lee***, “Skeleton Extraction by Mesh Contraction,” *ACM Transaction on Graphics* (also in **Proceedings of ACM SIGGRAPH 2008國際頂尖重要會議**) Vol. 27, No.3, Article: 44, August 2008 (**SCI/EI**, ISI ranking: 2/103=**1.9%**@2011)
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- 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) 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)
 42. (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).
 43. (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 (2014) 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*, 2014 (accepted) (SCI/EI)
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- 3 (2014) Ming-Te, Chih-Yuan Yao, Eugene Zhang, **Tong-Yee Lee**, "Optical

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- 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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 - 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,

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- 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)**
 - 15 **(2007) Tong-Yee Lee***, Shaur-Wei Yan, "Texture Mapping on 3D Surfaces Using Clustering-based Cutting Paths," *International Journal of Computational Science and Engineering*, Volume 3 No 1, pp. 71-79, 2007 **(EI)**
 - 16 **(2007)** Ping-Hsien Lin, **Tong-Yee Lee***, and C. F. Lin, "Free-Form Deformation for Point-Sampled Surface," *Journal of Information Science & Engineering*, Vol. 23, No. 3 (May issue), pp.757-771, 2007. **(SCI/EI)**
 - 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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 - 21 **(2005) Tong-Yee Lee***, Han-Ying Lin, "New Surface Flattening Scheme and Its Application in the Visualization of the Human Cortex Unfolding," *Journal of the Chinese Institute of Engineers*, Vol. 28, No. 3, pp. 539-544, May 2005, **(SCI/EI)**
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- 25 (2003) Ping-Hsien Lin, **Tong-Yee Lee***, "Three-dimensional Scene Walkthrough System Using Multiple Acentric Panorama View (APV) Technique," *IEICE Transactions on Information and Systems*, Vol.E86-D No.1 pp.117-122 2003/Jan. (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)
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- 099-080EP-TW5 一種影片輸出格式系統 (PD 4293-4) 099127218 (pending)
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