

Name: 李同益 Tong-Yee Lee (2017/May/31)

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) 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)
2. (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)
3. (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)
4. (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)
5. (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)
6. (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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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](#))
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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)
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 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)
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 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)
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- Vol. 29, No.3, Article No. 51, pp. 1-8, July 2010 (**SCI/EI**, ISI ranking: 2/103=**1.9%**@2011)
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 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).
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 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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(b). Other International Journals

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- 3 (2014) Ming-Te, Chih-Yuan Yao, Eugene Zhang, **Tong-Yee Lee**, "Optical

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 - 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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 - 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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 - 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)**
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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)
- 099-080EP-TW6 一種不等比例影片縮放之圖像處理器 (PD4293-5) 099127219 (pending)