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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. (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, pp. 729-740, 2012. (SCI/EI, ISI ranking: 8/93=8.6%@2009, 8/86=9%@2008, 11/84=13%@2007)
2. (2012) Chih-Kuo Yeh, Peng Song, Peng-Yen Lin, Chi-Wing Fu, Chao-Hung Lin, Tong-Yee Lee, "Double-sided 2.5D Graphics," accepted to appear in *IEEE Transactions on Visualization and Computer Graphics*, 2012 (SCI/EI, ISI ranking: 8/93=8.6%@2009, 8/86=9%@2008, 11/84=13%@2007)
3. (2011) Kun-Chuan Feng, Chaoli Wang, Han-Wei Shen, Tong-Yee Lee, "Coherent Time-Varying Graph Drawing with Multi-Focus+Context Interaction," accepted to appear in *IEEE Transactions on Visualization and Computer Graphics*, 2012 (SCI/EI, ISI ranking: 8/93=8.6%@2009, 8/86=9%@2008, 11/84=13%@2007)
4. (2011) Hongchuan YU, Tong-Yee Lee, I-Cheng Yeh, Xiaosong Yang, Wenxi Li and Jian J. Zhang, "RBF-based Reparameterization Method for Constrained Texture Mapping " accepted to appear in *IEEE Transactions on Visualization and Computer Graphics*, 2012 (SCI/EI, ISI ranking: 8/93=8.6%@2009, 8/86=9%@2008, 11/84=13%@2007)
5. (2011) Zhi-Yuan Yao, Ming-Te Chi, Tong-Yee Lee, Tao Ju, "Region-Based Line Field Design Using Harmonic Functions," accepted to appear in *IEEE Transactions on Visualization and Computer Graphics*, 2011 (SCI/EI, ISI ranking: 8/93=8.6%@2009, 8/86=9%@2008, 11/84=13%@2007)
6. (2011) 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 ," accepted to appear in *IEEE Transactions on Visualization and Computer Graphics* (SCI/EI, ISI ranking: 8/93=8.6%@2009, 8/86=9%@2008, 11/84=13%@2007)
7. (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: 8/93=8.6%@2009, 8/86=9%@2008, 11/84=13%@2007)

8. (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: 6/93=**6%**@2009, 3/86 = **3%**@2008,1/84=**1%**@2007)
9. (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: 8/93=**8.6%**@2009, 8/86=**9%**@2008, 11/84=**13%**@2007)
10. (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: 6/93=**6%**@2009, 3/86 = **3%**@2008,1/84=**1%**@2007)
11. (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: 6/93=**6%**@2009, 3/86 = **3%**@2008,1/84=**1%**@2007)
12. (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**), Vol. 29, No.3, Article No. 51, pp. 1-8, July 2010 (**SCI/EI**, ISI ranking: 6/93=**6%**@2009, 3/86 = **3%**@2008,1/84=**1%**@2007)
13. (2010) Yao-Yang Tsai, Wen-Chieh Lin, Kuangyou B. Cheng, Jehee 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: 8/93=**8.6%**@2009, 8/86=**9%**@2008, 11/84=**13%**@2007)
14. (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: 6/93=**6%**@2009, 3/86 = **3%**@2008,1/84=**1%**@2007)
15. (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: 6/93=**6%**@2009, 3/86 = **3%**@2008,1/84=**1%**@2007)

16. (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: 8/93=**8.6%**@2009, 8/86=**9%**@2008, 11/84=**13%**@2007).
17. (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: 8/93=**8.6%**@2009, 8/86=**9%**@2008, 11/84=**13%**@2007).
18. (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: 3/86 = **3%**@2008,1/84=**1%**@2007)
19. (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: 3/86 = **3%**@2008,1/84=**1%**@2007)
20. (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: 3/86 = **3%**@2008,1/84=**1%**@2007)
21. (2008) Jackie Assa, Daniel Cohen-Or, I-Cheng Yeh, Tong-Yee Lee, "Motion Overview of Human Actions," *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: 3/86 = **3%**@2008,1/84=**1%**@2007)
22. (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: 8/86 = **9%**@2008, 11/84=**13%**@2007).
23. (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: 8/86 = **9%**@2008, 11/84=**13%**@2007).
24. (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: 8/86 = **9%**@2008, 11/84=**13%**@2007).
25. (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)
26. **(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: 8/86 = **9%**@2008, 11/84=**13%**@2007).
 27. **(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: 8/86 = **9%**@2008, 11/84=**13%**@2007).
 28. **(2007)** Tong-Yee Lee, Chung-Ren Yen, Ming-Te Chi, "Stylized Rendering for Anatomic Visualization," , Special Issue - Anatomic Rendering and Visualization, *IEEE Computing in Science & Engineering* , vol. 9, no. 1, pp. 13-19, Jan/Feb, 2007 (SCI/EI)
 29. **(2006)** Ming-Te Chi, Tong-Yee Lee, "Stylized and Abstract Painterly Rendering System Using a Multi-Scale Segmented Sphere Hierarchy", VOL. 12, NO. 1, JANUARY/FEBRUARY, pp. 61-72, 2006, *IEEE Transactions on Visualization and Computer Graphics* (SCI/EI, ISI ranking: 8/86 = **9%**@2008, 11/84=**13%**@2007).
 30. **(2005)** Chao-Hung Lin, Tong-Yee Lee, "Metamorphosis of 3D Polyhedral Models Using Progressive Connectivity Transformations," *IEEE Transactions on Visualization and Computer Graphics* Jan./Feb. Issue, Vol. 11, No.1, pp. 2-12, 2005 (SCI/EI, ISI ranking: 8/86 = **9%**@2008, 11/84=**13%**@2007).
 31. **(2004)** Ping-Hsien Lin, Tong-Yee Lee, "Camera- Sampling Field and Its Applications," *IEEE Transactions on Visualization and Computer Graphics*, Vol. 10, No. 3, May/June, 2004, pp. 241-251. (SCI/EI, ISI ranking: 8/86 = **9%**@2008, 11/84=**13%**@2007).
 32. **(2003)** Tong-Yee Lee, P.H Huang, "Fast and Institutive Polyhedra Morphing Using SMCC Mesh Merging Scheme," *IEEE Transactions on Visualization and Computer Graphics*, Vol. 9, No. 1, pp. 85-98, 2003. (SCI/EI, ISI ranking: 8/86 = **9%**@2008, 11/84=**13%**@2007).
 33. **(2002)** Tong-Yee Lee, Chao-Hung Lin, "Feature-guided Shape-based Image Interpolation", *IEEE Transactions on Medical Imaging*, Dec. 2002 (SCI, EI), Vol. 21, No. 12, pp. 1479-1489. (SCI/EI, ISI ranking: 1/94=**1%**@2008, 1/92 = **1%**@2007)
 34. **(2001)** Tong-Yee Lee, Chao-Hung Lin, Han-Ying Lin, "Computer-aided Prototype System for Nose Surgery (Rhinoplasty)," *IEEE Transactions on Information Technology in Biomedicine*, Vol. 5, Issue 4, pp. 271-278, 2001 (SCI/EI, ISI ranking 21/94=**22%**@2008, 25/92=**27%**@2007)

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37. (1999) **Tong-Yee Lee**, Ping-Hsien Lin, Chao-Hung Lin, Yung-Nein Sun, Xi-Zhang Lin, "Interactive 3D Virtual Colonoscopy System," *IEEE Transactions on Information Technology in Biomedicine*, Vol 03, No. 02, pp. 139-150, 1999. (SCI/EI, ISI ranking 21/94=**22%**@2008, 25/92=**27%**@2007)
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(b). Other International Journals

- 1 (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)
- 2 (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)
- 3 (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)
- 4 (2009) Chih-Yuan Yao, Hung-Kuo Chu, Tao Ju, **Tong-Yee Lee**, "Compatible Quadrangulation by Sketching " *Computer Animation and Virtual Worlds Journal* Vol. 20, No. 2-3, June 2009 , pp. 101-109(9) (a special issue of 22nd Annual Conference on Computer Animation and Social Agents, June 17-19, 2009 in "Het Trippenhuis", Amsterdam, the Netherlands) (SCI/EI)

- 5 **(2009)** Chung-Ren Yan, **Tong-Yee Lee**, “Texture Synthesis with Prioritized Pixel Re-synthesis,” *Journal of Information Science & Engineering* Vol.25 No. 2 , pp. 389-402, March, 2009, **(SCI/EI)**
- 6 **(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)**
- 7 **(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)**
- 8 **(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)**
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- 10 **(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)**
- 11 **(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)**
- 12 **(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)**
- 13 **(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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- 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**)
- 16 (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**)
 - 17 (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**)
 - 18 (2005) **Tong-Yee Lee**, Ping-Hsien Lin, Shaur-Uei Yan, Chun-Hao Lin, "Mesh Decomposition Using Motion Information From Animation Sequence," *Journal of Computer Animation and Virtual Worlds*, Vol. 16, No. 3-4, July, pp. 519-529, 2005, (**SCI/EI**)
 - 19 (2005) Chao-Hung Lin, **Tong-Yee Lee**, Hung-Kuo Chu, Zhi-Yuan Yao, "Progressive Mesh Metamorphosis," *Journal of Computer Animation and Virtual Worlds*, Vol. 16, No. 3-4, July 2005, pp. 487-498, (**SCI/EI**)
 - 20 (2003) **Tong-Yee Lee**, Hon-YI Chen, "The Design and Implementation of Realistic Fish Animation Play System Using Video Sequence," *Journal of Information Science & Engineering*, Vol. 19, No. 6, Nov. 2003, pp. 1071-1085. (**SCI/EI**)
 - 21 (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**)
 - 22 (2001) **Tong-Yee Lee**, Chao-Hung Lin, "Growing-cube Iso-surface Extraction Algorithm For Medical Volume Data," *Computerized Medical Imaging and Graphics*. 25:5, page 405-415. (**SCI/EI**)
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 - 25 (1999) Leewen Lin, C.N. Lee, **Tong-Yee Lee**, "Distributed Volume Morphing," *Cluster Computing Journal* (The Journal of Networks, Software Tools and Applications) Vol. 2 No. 3, pp. 219-227 (**SCI/EI**).

- 26 (1999) Tong-Yee Lee, T. L. Weng, Chao-Hung Lin, Y. N. Sun, "Interactive Voxel Surface Rendering in Medical Applications," *Computerized Medical Imaging and Graphics*, 23 (1999) pp. 193-200. (SCI/EI)
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- 31 (1997) Chungnan Lee, Tong-Yee Lee, Tain-Chi Lu and Yao-Tsung Chen, "A World-Wide Web Based Distributed Animation Environment," *Journal of Computer Networks and ISDN Systems*, Vol. 29, No. 14, pp. 1635-1644, 1997. (SCI/EI)
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(c). Local/Domestic Journals

1. (2002) Tong-Yee Lee, Y-H Yang, C.H. Chen, "Interactively Walking Through a 3D Virtual Environment using a Hierarchy of Views," (Invited) *Journal of Computers*, Vol 14, No. 1, March 2002 pp. 17-32.
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3. (1998) Tainchi Lu, Chungwen Chiang, Chungnan Lee, Tong-Yee Lee, "A Distributed and Collaborative Visual Environment for Rendering 3D Model Scenes," (Invited) *Journal of Computers*, Vol. 10, No. 3, pp. 20-33, 1998.

Book Chapters

1. **(2005)** Tong-Yee Lee, Chao-Hung Lin, "Shape based Interpolation Methods for medical images and their application," Volumes on "Medical Imaging Systems: Technology & Applications", Vol. 2, Dec. 2005, *World Scientific Press*, pp. 281-298.

International Conference Paper

1. **(2012)** Chih -Kuo Yeh, Zhanping Liu, Tong-Yee Lee, "Animating streamlines with repeated asymmetric patterns for steady flow visualization " (**Best paper award**) Visualization and Data Analysis 2012, San Francisco, California, USA, Monday-Wednesday 23 – 25, January 2012
2. **(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: 6/93=**6%**@2009, 3/86 = **3%**@2008,1/84=**1%**@2007)
3. **(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**)
4. **(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**)
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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)