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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. (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: 3/86 = 3%@2008,1/84=1%@2007)
2. (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: 3/86 = 3%@2008,1/84=1%@2007)
3. (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: 3/86 = 3%@2008,1/84=1%@2007)
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7. (2010) Min-Wen Chao, Chao-Hung Lin, Jackie Assa, Tong-Yee Lee, "3D Motion Retrieval from Hand-drawn Sketch ," (**under minor revision**) *IEEE Transactions on*

- Visualization and Computer Graphics*(**SCI/EI**, ISI ranking: 8/86 = **9%**@2008, 11/84=**13%**@2007)
8. **(2010)** Zhi-Yuan Yao, Ming-Te Chi, **Tong-Yee Lee**, Tao Ju, “Singularity-aware Line Field Design Using Harmonic Functions,” (**under 1st revision**) *IEEE Transactions on Visualization and Computer Graphics*(**SCI/EI**, ISI ranking: 8/86 = **9%**@2008, 11/84=**13%**@2007)
 9. **(2010)** I-Cheng Yeh, Wen-Chieh Lin, **Tong-Yee Lee**, Hsin-Ju Han, Jehsee Lee, Manmyung Kim, “Event-Driven Motion Overview of Multi-Character Animation,” (**under 1st revision**) *IEEE Transactions on Visualization and Computer Graphics*(**SCI/EI**, ISI ranking: 8/86 = **9%**@2008, 11/84=**13%**@2007)
 10. **(2010)** Kun-Chuan Feng, Chaoli Wang, Han-Wei Shen, **Tong-Yee Lee**, “Spatiotemporally Coherent Time-Varying Graph Drawing with Multi-Focus+Context,” (**under 1st revision**) *IEEE Transactions on Visualization and Computer Graphics* (**SCI/EI**, ISI ranking: 8/86 = **9%**@2008, 11/84=**13%**@2007)
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 14. **(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: 8/86 = **9%**@2008, 11/84=**13%**@2007).
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- 27, No.3, Article: 62, August 2008 (**SCI/EI**, ISI ranking: 3/86 = **3%**@2008,1/84=**1%**@2007)
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 23. (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)
 24. (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).

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(b) Other International Journals

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2. (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)
3. (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)
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1. (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," Computer Graphics International (CGI) 2010 Conference 8-11, June, Singapore, 2010).
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