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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. (2011) YuShuen Wang, Chaoli Wang, Tong-Yee Lee, Kwan-Liu Ma, "Feature-Preserved Volume Data Reduction and Visualization," *IEEE Transactions on Visualization and Computer Graphics*, vol. 17, No.2, Feb. Issue, pp. 171-181, 2011(SCI/EI, ISI ranking: 8/86 = 9% @2008, 11/84=13% @2007)
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4. (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 )
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6. (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 )
7. (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: 8/86 = 9% @2008, 11/84=13% @2007).

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10. (2010) Kun-Chuan Feng, Chaoli Wang, Han-Wei Shen, Tong-Yee Lee, “Spatiotemporally Coherent Time-Varying Graph Drawing with Multi-Focus+Context,” (under 1<sup>st</sup> revision) *IEEE Transactions on Visualization and Computer Graphics* (SCI/EI, ISI ranking: 8/86 = 9%@2008, 11/84=13%@2007)
11. (2010) Hongchuan YU, Tong-Yee Lee, I-Cheng Yeh, Xiaosong Yang, Wenxi Li and Jian J. Zhang, “Foldover-Free Constrained Texture Mapping ” (under 1<sup>st</sup> revision) *IEEE Transactions on Visualization and Computer Graphics*, 2010, (SCI/EI, ISI ranking: 8/86 = 9%@2008, 11/84=13%@2007)
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35. (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

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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)
4. (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)
5. (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)
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7. (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).
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### (c) Local/Domestic Journals

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## Book Chapters

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## International Conference Paper

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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8. (2008) Oscar Kin-Chung Au, Chiew-Lan Tai, Hung-Kuo Chu, Daniel Cohen-Or, Tong-Yee Lee, "Skeleton Extraction by Mesh Contraction," **Proceedings of ACM SIGGRAPH 2008 國際頂尖重要會議**.
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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)