

Min H Kim

List of Publications by Year in descending order

Source: <https://exaly.com/author-pdf/4826948/publications.pdf>

Version: 2024-02-01

52
papers

1,186
citations

471509

17
h-index

454955

30
g-index

53
all docs

53
docs citations

53
times ranked

839
citing authors

#	ARTICLE	IF	CITATIONS
1	High-quality hyperspectral reconstruction using a spectral prior. ACM Transactions on Graphics, 2017, 36, 1-13.	7.2	139
2	Hyperspectral Image Reconstruction Using a Deep Spatial-Spectral Prior. , 2019, , .		92
3	DeepToF. ACM Transactions on Graphics, 2017, 36, 1-12.	7.2	88
4	Compact snapshot hyperspectral imaging with diffracted rotation. ACM Transactions on Graphics, 2019, 38, 1-13.	7.2	77
5	Practical SVBRDF acquisition of 3D objects with unstructured flash photography. ACM Transactions on Graphics, 2018, 37, 1-12.	7.2	71
6	3D imaging spectroscopy for measuring hyperspectral patterns on solid objects. ACM Transactions on Graphics, 2012, 31, 1-11.	7.2	70
7	Compact single-shot hyperspectral imaging using a prism. ACM Transactions on Graphics, 2017, 36, 1-12.	7.2	56
8	Xenos peckii vision inspires an ultrathin digital camera. Light: Science and Applications, 2018, 7, 80.	16.6	54
9	Simultaneous acquisition of polarimetric SVBRDF and normals. ACM Transactions on Graphics, 2018, 37, 1-15.	7.2	49
10	Modeling human color perception under extended luminance levels. ACM Transactions on Graphics, 2009, 28, 1-9.	7.2	43
11	Practical multiple scattering for rough surfaces. ACM Transactions on Graphics, 2018, 37, 1-12.	7.2	42
12	Characterization for High Dynamic Range Imaging. Computer Graphics Forum, 2008, 27, 691-697.	3.0	35
13	Simultaneous acquisition of microscale reflectance and normals. ACM Transactions on Graphics, 2016, 35, 1-11.	7.2	35
14	Single-shot Hyperspectral-Depth Imaging with Learned Diffractive Optics. , 2021, , .		34
15	Image-based acquisition and modeling of polarimetric reflectance. ACM Transactions on Graphics, 2020, 39, .	7.2	26
16	Laplacian Patch-Based Image Synthesis. , 2016, , .		23
17	Measuring Color Defects in Flat Panel Displays Using HDR Imaging and Appearance Modeling. IEEE Transactions on Instrumentation and Measurement, 2016, 65, 297-304.	4.7	22
18	Reconstructing Interlaced High-Dynamic-Range Video Using Joint Learning. IEEE Transactions on Image Processing, 2017, 26, 5353-5366.	9.8	22

#	ARTICLE	IF	CITATIONS
19	Perceptual influence of approximate visibility in indirect illumination. ACM Transactions on Applied Perception, 2009, 6, 1-14.	1.9	20
20	Multispectral Photometric Stereo for Acquiring High-Fidelity Surface Normals. IEEE Computer Graphics and Applications, 2014, 34, 57-68.	1.2	20
21	Multiview Image Completion with Space Structure Propagation. , 2016, , .		20
22	Paper3D. , 2014, , .		18
23	Hyper3D. Journal on Computing and Cultural Heritage, 2014, 7, 1-19.	2.1	18
24	Birefractive stereo imaging for single-shot depth acquisition. ACM Transactions on Graphics, 2016, 35, 1-11.	7.2	13
25	Electrothermal MEMS parallel plate rotation for single-imager stereoscopic endoscopes. Optics Express, 2016, 24, 9667.	3.4	12
26	Edge-aware color appearance. ACM Transactions on Graphics, 2011, 30, 1-9.	7.2	10
27	Stereo fusion: Combining refractive and binocular disparity. Computer Vision and Image Understanding, 2016, 146, 52-66.	4.7	10
28	Multisampling Compressive Video Spectroscopy. Computer Graphics Forum, 2016, 35, 467-477.	3.0	9
29	Building a Two-Way Hyperspectral Imaging System with Liquid Crystal Tunable Filters. Lecture Notes in Computer Science, 2014, , 26-34.	1.3	7
30	Lock n' LoL. , 2015, , .		7
31	3D Graphics Techniques for Capturing and Inspecting Hyperspectral Appearance. , 2013, , .		6
32	Progressive Acquisition of SVBRDF and Shape in Motion. Computer Graphics Forum, 2020, 39, 480-495.	3.0	6
33	High-Accuracy Image Formation Model for Coded Aperture Snapshot Spectral Imaging. IEEE Transactions on Computational Imaging, 2022, 8, 188-200.	4.4	5
34	Preference and artifact analysis for video transitions of places. ACM Transactions on Applied Perception, 2013, 10, 1-19.	1.9	3
35	PaperCraft3D: Paper-Based 3D Modeling and Scene Fabrication. IEEE Transactions on Visualization and Computer Graphics, 2019, 25, 1717-1731.	4.4	3
36	View-dependent Scene Appearance Synthesis using Inverse Rendering from Light Fields. , 2021, , .		3

#	ARTICLE	IF	CITATIONS
37	The Three-Dimensional Evolution of Hyperspectral Imaging. , 2015, , 63-84.		2
38	Electrothermal MEMS parallel plate rotation for real time stereoscopic endoscopic imaging. , 2016, , .		2
39	Integrated calibration of multiview phase-measuring profilometry. Optics and Lasers in Engineering, 2017, 98, 118-122.	3.8	2
40	Dehazing using Non-local Regularization with Iso-depth Neighbor-Fields. , 2017, , .		2
41	Modelling Surround-aware Contrast Sensitivity for HDR Displays. Computer Graphics Forum, 0, , .	3.0	2
42	Ultrathin camera inspired by visual system of Xenos peckii. , 2016, , .		1
43	Real-Time HDR Video Tone Mapping Using High Efficiency Video Coding. , 2019, , .		1
44	Insitu. , 2011, , .		1
45	Design and Fabrication of a UV-Visible Coded Aperture Spectral Imager (CASI). , 2011, , .		1
46	Urban Image Stitching using Planar Perspective Guidance. , 2017, , .		1
47	Non-local Haze Propagation with an Iso-Depth Prior. Communications in Computer and Information Science, 2019, , 213-238.	0.5	1
48	High-Quality Stereo Image Restoration from Double Refraction. , 2021, , .		1
49	Foundations and Applications of 3D Imaging. KAIST Research Series, 2016, , 63-86.	1.5	0
50	Improving Spatial Resolution in Real-time for Ultra-thin Light Field Cameras. Journal of the Korea Computer Graphics Society, 2021, 27, 25-29.	0.4	0
51	Image Completion with Intrinsic Reflectance Guidance. , 2017, , .		0
52	Light-Weight Novel View Synthesis for Casual Multiview Photography. Lecture Notes in Computer Science, 2019, , 552-564.	1.3	0