Munekazu Date

List of Publications by Year
in descending order

54 papers	494 citations	840776 11 h-index	713466 21 g-index
54 all docs	54 docs citations	54 times ranked	211 citing authors

#	Article	IF	Citations
1	Three-Dimensional Display System with Dual-Frequency Liquid-Crystal Varifocal Lens. Japanese Journal of Applied Physics, 2000, 39, 480-484.	1.5	115
2	Fabrication of Holographic Polymer Dispersed Liquid Crystal (HPDLC) with High Reflection Efficiency. Japanese Journal of Applied Physics, 1999, 38, L277-L278.	1.5	48
3	Alignment-Controlled Holographic Polymer Dispersed Liquid Crystal for Reflective Display Devices. Japanese Journal of Applied Physics, 1999, 38, 805-808.	1.5	38
4	A memory-type holographic polymer dispersed liquid crystal (HPDLC) reflective display device. Journal Physics D: Applied Physics, 1998, 31, 2225-2230.	2.8	31
5	Luminance addition of a stack of multidomain liquid-crystal displays and capability for depth-fused three-dimensional display application. Applied Optics, 2005, 44, 898.	2.1	28
6	In-Plane Operation of Alignment-Controlled Holographic Polymer-Dispersed Liquid Crystal. Japanese Journal of Applied Physics, 1999, 38, 1466-1469.	1.5	27
7	Droplet size effect on the memory-mode operating temperature of smectic-A holographic polymer dispersed liquid crystal. Journal Physics D: Applied Physics, 1999, 32, 3164-3168.	2.8	20
8	Evaluation of the Fusional Limit between the Front and Rear Images in Depth-Fused 3-D Visual Illusion. IEICE Transactions on Electronics, 2006, E89-C, 429-433.	0.6	20
9	Highly Realistic 3D Display System for Space Composition Telecommunication. Journal of Display Technology, 2015, 11, 121-128.	1.2	16
10	Full-color reflective display device using holographically fabricated polymer-dispersed liquid crystal (HPDLC). Journal of the Society for Information Display, 1999, 7, 17.	2.1	12
11	Protruding apparent 3D images in depth-fused 3D display. IEEE Transactions on Consumer Electronics, 2008, 54, 233-239.	3.6	11
12	52.3: Directâ€viewing Display Using Alignmentâ€controlled PDLC and Holographic PDLC. Digest of Technical Papers SID International Symposium, 2000, 31, 1184-1187.	0.3	10
13	A method for reproducing apparent continuous depth in a stereoscopic display using â€œDepth-Fused 3Dâ€• technology. Journal of the Society for Information Display, 2006, 14, 493.	2.1	10
14	Video Conference 3D Display That Fuses Images to Replicate Gaze Direction. Journal of Display Technology, 2012, 8, 511-520.	1.2	10
15	Reduction of Power Consumption in Compact DFD Display by Using FS Color Technology. IEEE Transactions on Electron Devices, 2005, 52, 190-193.	3.0	8
16	Invited Paper: Depth reproducibility of multiview depthâ€fused 3â€D display. Journal of the Society for Information Display, 2010, 18, 470-475.	2.1	8
17	Front and rear image generation module for depth-fused 3-D display. IEEE Transactions on Consumer Electronics, 2006, 52, 904-908.	3.6	7
18	A Compact Depth-Fused 3-D Display Using a Stack of Two LCDs. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2004, 58, 807-810.	0.1	7

#	Article	IF	Citations
19	Reflective liquid crystal color display technologies. Electronics and Communications in Japan, 1998, 81, 32-40.	0.2	6
20	Depth-fused 3D (DFD) display with multiple viewing zones. , 2007, 6778, 290.		5
21	Real-time viewpoint image synthesis using strips of multi-camera images. Proceedings of SPIE, 2015, , .	0.8	5
22	360-degree screen-free floating 3D image in a crystal ball using a spatially imaged iris and rotational multiview DFD technologies. Applied Optics, 2017, 56, 6156.	1.8	5
23	<title>Alignment-controlled holographic polymer dispersed liquid crystal (HPDLC) for reflective display devices</title>. , 1998, , .		4
24	Luminance profile control method using gradation iris for autostereoscopic 3D displays. , 2015, , .		4
25	Highly realistic 3D display system for space composition telecommunication. , 2013, , .		3
26	61.2: Reflective Multiâ€view Screen and Mobile Projectors for Communication Displays. Digest of Technical Papers SID International Symposium, 2014, 45, 892-895.	0.3	3
27	Viewpoint image generation for head tracking 3D display using multiâ€camera and approximate depth information. Journal of the Society for Information Display, 2015, 23, 339-346.	2.1	3
28	66.3: Invited Paper: Smooth Motion Parallax Autostereoscopic 3D Display Using Linear Blending of Viewing Zones. Digest of Technical Papers SID International Symposium, 2015, 46, 983-986.	0.3	3
29	Optical Linear Blending of Viewing Zones Using Convolution of Iris for Smooth Motion Parallax Autostereoscopic 3D Display. Journal of Display Technology, 2015, , 1-1.	1.2	3
30	Large High-Definition Multiview Display System Capable of Controlling Observation Area. Journal of Display Technology, 2015, 11, 403-411.	1.2	3
31	Effect on Depth Perception by a Blur in a Depth-fused 3-D Display. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2006, 60, 431-438.	0.1	2
32	Video conference 3-D display that fuses images to replicate gaze direction. , 2011, , .		2
33	MulDiRoH: A Multi-View Human Representation System Using a QDA Screen With Multiple Cameras. Journal of Display Technology, 2014, 10, 87-93.	1.2	2
34	13-4L:Late-News Paper: Screen-Free Floating 3D Image in a Crystal Ball Using Spatially Imaged Iris and Multiview DFD (Depth Fused 3D) Technologies. Digest of Technical Papers SID International Symposium, 2016, 47, 146-149.	0.3	2
35	Depth Range Control in Visually Equivalent Light Field 3D. IEICE Transactions on Electronics, 2021, E104.C, 52-58.	0.6	2
36	MulDiRoH: An Evaluation of Facial Direction Expression in Teleconferencing on a Multi-view Display System. Lecture Notes in Computer Science, 2014, , 525-535.	1.3	2

#	Article	IF	Citations
37	Helically Aligned Holographic Polymer Dispersed Liquid Crystal (HPDLC). Molecular Crystals and Liquid Crystals, 2001, 368, 53-60.	0.3	1
38	Pâ€25: Viewing Zone Connection of Depth Fused 3D (DFD) Display. Digest of Technical Papers SID International Symposium, 2009, 40, 1176-1179.	0.3	1
39	Low-Power Driving Technique for 1-Pixel Display Using an External Capacitor. IEICE Transactions on Electronics, 2015, E98.C, 1015-1022.	0.6	1
40	Low power driving techniques for 1-pixel displays. , 2015, , .		1
41	Techniques to Reduce Driving Energy of 1-Pixel Displays. IEEE Transactions on Industry Applications, 2016, 52, 2638-2647.	4.9	1
42	56â€5: Lateâ€News Paper: Table Top Visually Equivalent Light Field 3D Display Using 15.6â€inch 4K LCD Panel. Digest of Technical Papers SID International Symposium, 2019, 50, 791-794.	0.3	1
43	ITE Review 2015 Series (2); Research Trend on Information Display Technology. Kyokai Joho Imeji Zasshi/Journal of the Institute of Image Information and Television Engineers, 2015, 69, 234-247.	0.1	1
44	Visually Equivalent Light Field 3D for Portable Displays. , 2021, , .		1
45	Visually Equivalent Light Field 3-D for Portable Displays. IEEE Transactions on Industry Applications, 2022, 58, 5659-5666.	4.9	1
46	High-Polymer-Content Liquid-Crystal/Liquid-Crystalline-Polymer (LC/LCP) Composite. Digest of Technical Papers SID International Symposium, 1999, 30, 656.	0.3	0
47	Alignment Control in Holographic Polymer Dispersed Liquid Crystal.. Journal of Photopolymer Science and Technology = [Fotoporima Konwakai Shi], 2000, 13, 289-294.	0.3	0
48	Paper No 15.3: Large Highâ€Definition Multiview Display System With Wide Observation Area. Digest of Technical Papers SID International Symposium, 2013, 44, 251-254.	0.3	0
49	Paper No S8.4: Viewpoint Image Generation for Head Tracking 3D Display Using Multicamera and Approximate Depth Information. Digest of Technical Papers SID International Symposium, 2015, 46, 36-36.	0.3	0
50	Depth Fused 3-Dimensional Display. Journal of the Institute of Electrical Engineers of Japan, 2007, 127, 594-596.	0.0	0
51	Expressing Observation Direction through Face and Body Rotation in a Multi-user Conversation Setting. Lecture Notes in Computer Science, 2014, , 273-280.	1.3	0
52	Preface to the Special Issue on â€œForefront of Interactive Visual Media Technologyâ€. IEEJ Transactions on Electronics, Information and Systems, 2014, 134, 1422-1422.	0.2	0
53	Wide-Viewing-Angle Method of Expressing Solid Characters / Symbols for Stacked Images Applying Depth-Fused 3D Display. IEEJ Transactions on Electronics, Information and Systems, 2014, 134, 1443-1450.	0.2	0
54	Measurement of Lens Accommodation During Viewing of DFD Images. Lecture Notes in Computer Science, 2015, , 285-296.	1.3	0