

Name: 李同益 Tong-Yee Lee (2012/06/21)

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)** Shih-Syun Lin, I-Cheng Yeh, Chao-Hung Lin, Tong-Yee Lee, "Patch-based Image Warping for Content-Aware Retargeting ," (accepted) *IEEE Transactions on Multimedia*, 2012 (**SCI/EI**)
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. **(2012)** 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* 2012, (**SCI/EI**, ISI ranking: 8/93=**8.6%**@2009, 8/86=**9%**@2008, 11/84=**13%**@2007)
4. **(2012)** Kun-Chuan Feng, Chaoli Wang, Han-Wei Shen, **Tong-Yee Lee**, "Coherent Time-Varying Graph Drawing with Multi-Focus+Context Interaction," Vol. 18, No. 8, August Issue, *IEEE Transactions on Visualization and Computer Graphics*, pp. 1330-1342, 2012 (**SCI/EI**, ISI ranking: 8/93=**8.6%**@2009, 8/86=**9%**@2008, 11/84=**13%**@2007)
5. **(2012)** Hongchuan YU, **Tong-Yee Lee**, I-Cheng Yeh, Xiaosong Yang, Wenxi Li and Jian J. Zhang, "RBF-based Reparameterization Method for Constrained Texture Mapping." Vol. 18, No. 7, July Issue, *IEEE Transactions on Visualization and Computer Graphics*, pp. 115-1124, 2012 (**SCI/EI**, ISI ranking: 8/93=**8.6%**@2009, 8/86=**9%**@2008, 11/84=**13%**@2007)
6. **(2012)** Zhi-Yuan Yao, Ming-Te Chi, **Tong-Yee Lee**, Tao Ju, "Region-Based Line Field Design Using Harmonic Functions," Vol. 18, No. 6, June Issue, *IEEE Transactions on Visualization and Computer Graphics*, pp. 902-913, 2012 (**SCI/EI**, ISI ranking: 8/93=**8.6%**@2009, 8/86=**9%**@2008, 11/84=**13%**@2007)
7. **(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, May Issue, pp. 729-740, 2012. (**SCI/EI**, ISI ranking: 8/93=**8.6%**@2009, 8/86=**9%**@2008, 11/84=**13%**@2007)
8. **(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)
9. (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)
 10. (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)
 11. (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)
 12. (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)
 13. (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)
 14. (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)
 15. (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)
 16. (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)
17. (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, (September/October 2009) pp. 853-866, 2009 (SCI/EI, ISI ranking: 8/93=**8.6%**@2009, 8/86 = **9%**@2008, 11/84=**13%**@2007).
 18. (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).
 19. (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)
 20. (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)
 21. (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)
 22. (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)
 23. (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).
 24. (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).
 25. (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).
26. (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)
 27. (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).
 28. (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).
 29. (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)
 30. (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).
 31. (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).
 32. (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).
 33. (2003) **Tong-Yee Lee**, P.H Huang, "Fast and Instuitive 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).
 34. (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)
35. **(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)
 36. **(2000)** Tong-Yee Lee, Wen-Hsui Wang, "Morphology-based Three-dimensional Interpolation," *IEEE Transactions on Medical Imaging*, Vol. 19, Issue 7, pp. 711-721, 2000 (**SCI/EI**, ISI ranking: 1/94=**1%**@2008, 1/92 = **1%**@2007)
 37. **(1999)** Tong-Yee Lee, Yung-Nein Sun, Y. C. Lin, Leewen Lin, C.N. Lee, "Three Dimensional Facial Model Reconstruction & Plastic Surgery Simulation," *IEEE Transactions on Information Technology in Biomedicine*, Vol. 3, No. 3, pp. 214-220, 1999. (**SCI/EI**, ISI ranking 21/94=**22%**@2008, 25/92=**27%**@2007)
 38. **(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)
 39. **(1996)** Tong-Yee Lee, C.S Raghavendra, J.B. Nicholas, "Image Composition Schemes for Sort-Last Polygon Rendering on 2-D Mesh Multicomputers," Volume 2, Number 3 of the *IEEE Transactions on Visualization and Computer Graphics*, pp. 202-217, 1996. (**SCI/EI**, ISI ranking: 8/86 = **9%**@2008, 11/84=**13%**@2007).

(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**)
- 9 **(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).
- 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**)
- 14 **(2006)** Chun-Rong Huang, Pau-Choo Chung, **Tong-Yee Lee** , Sheng-Chih

- Yang, San-Kan Lee, "Reconstruction and Rendering of Microcalcifications from Two Mammogram Views by Modified Projective Grid Space (MPGS)," *Computerized Medical Imaging & Graphics*, pp. 123-133. (SCI/EI)
- 15 (2006) Tong-Yee Lee, Yu-Shuen Wang , Tai-Guang Chen, "Segmenting a Deforming Mesh into Near-Rigid Components," *The Journal of Visual 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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 - 24 (1999) Tong-Yee Lee, T.L, Weng, Y.N. Sun, ``Optimized Semi-boundary

- Rendering Scheme," *Journal of Information Science and Engineering*, Vol. 15, No. 6, pp. 845-858. (SCI/EI)
- 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)
 - 27 (1998) **Tong-Yee Lee**, Y.C. Lin, L. Lin, Y.N. Sun, "Fast Feature-based Metamorphosis and Operator Design," *EuroGraphics'98, Computer Graphics Forum*, Volume 17, Number 3, pp. C15-22. (SCI/EI)
 - 28 (1997) **Tong-Yee Lee** "Exploitation of Image Parallelism for Ray Tracing 3D Scenes on 2D Mesh Multicomputers," *Parallel Computing*, Vol. 23, No. 13, pp. 1993-2015, 1997. (SCI/EI)
 - 29 (1997) Chungnan Lee, **Tong-Yee Lee**, S.F. Hsiao and T.C. Lu, "Performance Evaluation for Parallel Computing on Network Environment," *Journal of High Performance Computing Application*, Vol. 4, No. 1, pp. 25-35, 1997. (EI)
 - 30 (1997) Tainchi Lu, Chungwen Chiang, Chungnan Lee, **Tong-Yee Lee**, "A Web-based Distributed and Collaborative 3D Animation Environment" *Concurrency: Practice and Experience*, 9:11, 1261-1268, 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.
2. (1998) **Tong-Yee Lee**, "The Hybrid Parallel Rendering Scheme for High Performance

- Graphics," (**Invited**) *Journal of Computers*, Vol. 10, No. 3. 12-19, 1998.
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**)
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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)