

# 陳履恆

## 著作目錄

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1. Lieu-Hen Chen, Yu Sheng Chen, Wei Fan Chen, Hao Ming Hung, Yasufumi Takama (2014, Jan). A Temporal and Multi-Resolution Visualization System for Large-Scale Data. *Journal of Information Science and Engineering*, Vol. 31 , No. 1. (SCI). NSC 101-2221-E-260-030.
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3. Lieu-Hen Chen, Yi-Hsien Chen, Shuo-Yan Lin, Ting-Yu Liu, Wen-Chien Hsieh (2012, May). Synthesizing Non Photo-Realistic Rendering Effects of Volumetric Strokes. *Journal of Information Science and Engineering*, vol. 28(3), pp. 521~535. (SCI).
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5. Chi-Chih Yu, Lieu-Hen Chen\*, Shun-Chin Hsu (2010, Sep). An Edutainment System on the Converged Mobile Phone to Promote Traditional Culture - Using Chinese Chess as an Example. *IEEE MULTIDISCIPLINARY ENGINEERING EDUCATION MAGAZINE*, Vol.5, No.3, pp.1-pp.9. (其它).
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7. Wei-Fan Chen, Yi-Xiang Lai, Ming-Hung Tai, Lieu-Hen Chen (2012, Jul). 以L-System為基礎的植物造型裝飾性圖案產生系統. Computer Graphics Workshop 2012, 台灣國立暨南國際大學科技學院一館.
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13. Lieu-Hen Chen\*, Yu-Sheng Chen, and Jie Shie (2010, Aug). A LOD System Based on Biological Classification and Anatomical Skeleton. The 14th International Conference on Geometry and Graphics. NSC 98-2221-E-260-023.

14. Lieu-Hen Chen, Jie Shie, and Yu-Sheng Chen (2010, Jul). 使用 CUDA 平行化加速 Grouped Photon Mapping Method. Computer Graphics Workshop 2010. NSC 99-2221-E-260-029.
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