

<<视觉计算进展/Advances in >>

图书基本信息

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内容概要

The two volume set LNCS 4291 and LNCS 4292 constitutes the refereed proceedings of the Second International Symposium on Visual Computing, ISVC 2006, held in Lake Tahoe, NV, USA in November 2006. The 65 revised full papers and 56 poster papers presented together with 57 papers of ten special tracks were carefully reviewed and selected from more than 280 submissions. The papers cover the four main areas of visual computing: vision, graphics, visualization, and virtual reality. The following topical sections are addressed: segmentation, tracking, and recognition, virtual reality, rendering, visualization, biomedical image analysis, visual computing and biological vision, understanding and imitating nature: analysis, interpretation, rendering and inspiration of biological forms, multimodal data understanding and visualization for industrial applications, intelligent environments: algorithms and applications, calibration, stereo, and reconstruction, computer graphics, discrete and computational geometry and their applications in visual computing, illumination, color, and texture, energy minimization approaches in image processing and computer vision, soft computing in image processing and computer vision, 4D medical data modeling, visualization and measurement, pattern analysis and recognition applications in biometrics, computer vision and applications.

书籍目录

Activity Recognition Via Classification Constrained Diffusion Maps
Generating and Updating Textures for a Large-Scale Environment
Planar Surface Detection in Image Pairs Using Homographic Constraints
Robust Quality-Scalable Transmission of JPEG2000 Images over Wireless Channels Using LDPC Codes
A Novelty Detection Approach for Foreground Region Detection in Videos with Quasi-stationary Backgrounds
Procedural Image Processing for Visualization
Tracking of Individuals in Very Long Video Sequences
A Natural Interface for Sign Language Mathematics
A Novel Gait Recognition Method Via Fusing Shape and Kinematics Features
Illumination Normalization for Color Face Images
Real-Time Detection of Out-of-Plane Objects in Stereo Vision
Stereo Imaging with Uncalibrated Camera
Global Hand Pose Estimation by Multiple Camera Ellipse Tracking
Vision-Based Self-localization of Autonomous Guided Vehicle Using Landmarks of Colored Pentagons
An Automated System for Contact Lens Inspection
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Real-Time Rendering of Light Shafts on GPU
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Temporal Alignment of Time Varying MRI Datasets for High Resolution Medical Visualization
Physically Interacting with Four Dimensions
Low Level Moving-Feature Extraction Via Heat Flow Analogy.....

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