

1. Record Nr.	UNINA9910139027603321
Autore	Yu Jun
Titolo	Modern machine learning techniques and their applications in cartoon animation research / / Jun Yu, Dacheng Tao
Pubbl/distr/stampa	Piscataway, New Jersey : , : IEEE Press, , c2013 [Piscataway, New Jersey] : , : IEEE Xplore, , [2013]
ISBN	1-299-44909-3 1-118-55998-3
Descrizione fisica	1 online resource (210 p.)
Collana	IEEE Press Series on Systems Science and Engineering ; ; 4
Altri autori (Persone)	TaoDacheng <1978->
Disciplina	006.6/96 006.696
Soggetti	Computer animation Machine learning
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
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Sommario/riassunto

The integration of machine learning techniques and cartoon animation research is fast becoming a hot topic. This book helps readers learn the latest machine learning techniques, including patch alignment framework; spectral clustering, graph cuts, and convex relaxation; ensemble manifold learning; multiple kernel learning; multiview subspace learning; and multiview distance metric learning. It then presents the applications of these modern machine learning techniques in cartoon animation research. With these techniques, users can efficiently utilize the cartoon materials to generate animations