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Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 3179
Disciplina	006.6
Soggetti	Application software Optical data processing Pattern perception Computer graphics Artificial intelligence Computer simulation Computer Applications Image Processing and Computer Vision Pattern Recognition Computer Graphics Artificial Intelligence Simulation and Modeling
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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Using a Generalized Linear Mixed Model to Study the Configuration Space of a PCA+LDA Human Face Recognition Algorithm -- Discrete Techniques for Real-Time Inspection and Interaction in Virtual Reality -- Progress in Sign and Gesture Recognition -- A Haptic Sculpting Technique Based on Volumetric Representation -- Adaptation of Mesh Morphing Techniques for Avatars Used in Web Applications -- Improvement of Modal Matching Image Objects in Dynamic Pedobarography Using Optimization Techniques -- Ear Biometrics Based on Geometrical Method of Feature Extraction -- A Probabilistic

Framework for Articulated Shape Recognition -- Neuroanatomy Registration: An Algebraic-Topology Based Approach -- Recognition and Tracking of the Members of a Moving Human Body -- Image Cues Fusion for Object Tracking Based on Particle Filter -- 3D Human Walking Modeling -- Variant Design in Immersive Virtual Reality: A Markup Language for Scalable CSG Parts -- Application of Repeated GA to Deformable Template Matching in Cattle Images -- On-the-Fly Training -- Deformable Object Matching Based on Multi-scale Local Histograms -- Detecting Human Heads and Face Orientations Under Dynamic Environment -- Analysis of Human Walking Based on aSpaces -- Complex Articulated Object Tracking -- 2D Human Tracking by Efficient Model Fitting Using a Path Relinking Particle Filter -- Multiple Facial Feature Tracking Using Multi-cue Based Prediction Model -- A System for Choreographic Simulation of Ballet Using a 3D Motion Archive on the Web -- Human Body Analysis with Biomechanics Criteria -- A Comparison of Algorithm Design Paradigms in Active Contours for Muscle Recognition -- Real Time Segmentation and Tracking of Face and Hands in VR Applications.

Sommario/riassunto

The AMDO 2004 workshop took place at the Universitat de les Illes Balears (UIB) on 22–24 September, 2004, institutionally sponsored by the International Association for Pattern Recognition (IAPR), the MCYT (Comision Interm- isterial de Ciencia y Tecnologia, Spanish Government), the AERFAI (Spanish Association for Pattern Recognition and Image Analysis), the EG (Eurogra- ics Association) and the Mathematics and Computer Science Department of the UIB. Also important commercial sponsors collaborated with practical dem- strations; the main contributors were: Barco Electronics Systems (Title Sp- sor), VICOM Tech, ANDROME Iberica, CESA and TAGrv. The subject of the workshop was ongoing research in articulated motion on a sequence of images and sophisticated models for deformable objects. The goals of these areas are to understand and interpret the motion of complex objects that can be found in sequences of images in the real world. The main topics considered priorities are: deformable models, motion analysis, articulated models and animation, visualization of deformable models, 3D recovery from motion, single or multiple human motion analysis and synthesis, applications of deformable models and motion analysis, face tracking, recovery and recognition models, and virtual and augmented reality systems.