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Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 983
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Soggetti	Computer vision Artificial intelligence Computer engineering Computer networks Software engineering Computer Vision Artificial Intelligence Computer Engineering and Networks Software Engineering
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Calibrating, Rendering and Evaluating the Head Mounted Light Field Display -- More than Just Human: The Psychology of Social Robots -- The Effect of Audio Guide on the Levels of Contentment of Museum Novices: Relationships between Visitors' Eye Movements, Audio Guide -- The Impact of Field of View on Robotic Telepresence Navigation Tasks -- One-shot Learned Priors in Augmented Active Appearance Models for Anatomical Landmark Tracking -- Line-based SLAM Considering Prior Distribution of Distance and Angle of Line Features in an Urban Environment -- Weak-perspective and Scaled-orthographic

Structure from Motion with Missing Data -- Spatiotemporal Optimization for Rolling Shutter Camera Pose Interpolation -- Hierarchical Hardware/Software Algorithm for Multi-view Object reconstruction by 3D Point Clouds Matching -- Development of Real-time HDTV-to-8K TV Upconverter -- Non-local Haze Propagation with an Iso-Depth Prior -- CUDA-accelerated Feature-based Egomotion Estimation -- Automatic Retinal Vascularity Identification and Artery/Vein Classification using Near-infrared Reflectance Retinographies -- Change Detection and Blob Tracking of Fish in Underwater Scenarios -- Optimizing Phoneme-to-Viseme Mapping for Continuous Lip-Reading in Spanish -- A Context-aware Method for View-point Invariant Long-term Re-identification -- On using 3D Support Geometries for Measuring Human-made Corner Structures with a Robotic Total Station. .

Sommario/riassunto

This book constitutes thoroughly revised and selected papers from the 12th International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications, VISIGRAPP 2017, held in Porto, Portugal, February 27 - March 1, 2017. The 18 thoroughly revised and extended papers presented in this volume were carefully reviewed and selected from 402 submissions. The papers contribute to the understanding of relevant trends of current research on image and video formation, preprocessing, analysis and understanding; motion, tracking and stereo vision; computer graphics and rendering; data visualization and interactive visual data analysis; agent-based human-robot interactions; and user experience. .
