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Titolo	Advances in Visual Computing : 14th International Symposium on Visual Computing, ISVC 2019, Lake Tahoe, NV, USA, October 7–9, 2019, Proceedings, Part I / / edited by George Bebis, Richard Boyle, Bahram Parvin, Darko Koracin, Daniela Ushizima, Sek Chai, Shinjiro Sueda, Xin Lin, Aidong Lu, Daniel Thalmann, Chaoli Wang, Panpan Xu
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Descrizione fisica	1 online resource (xxxv, 698 pages)
Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 11844
Disciplina	006.6 006.4
Soggetti	Pattern recognition systems Image processing - Digital techniques Computer vision Artificial intelligence Computer engineering Computer networks Data protection Automated Pattern Recognition Computer Imaging, Vision, Pattern Recognition and Graphics Artificial Intelligence Computer Engineering and Networks Data and Information Security
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Deep Learning I -- Application of Image Classication for Fine-Grained Nudity Detection -- DeepGRU: Deep Gesture Recognition Utility -- Delineation of Road Networks Using Deep Residual Neural Networks and Iterative Hough Transform -- DomainSiam: Domain-Aware Siamese Network for Visual Object Tracking -- Reconstruction Error Aware

Pruning for Accelerating Neural Networks -- Computer Graphics I -- Bioinspired Simulation of Knotting Hagsh -- Interactive 3D Visualization for Monitoring and Analysis of Geographical Trac Data of Various Domains -- Propagate and Pair: A Single-Pass Approach to Critical Point Pairing in Reeb Graphs -- Real-Time Ray Tracing with SphericallyProjected Object Data -- Underwater Photogrammetry Reconstruction: GPU Texture Generation from Videos Captured via AUV -- Segmentation/Recognition -- Adaptive Attention Model for Lidar Instance Segmentation -- View Dependent Surface Material Recognition -- 3D Visual Object Detection from Monocular Images -- Skin Identication Using Deep Convolutional Neural Network -- Resolution-independent meshes of superpixels -- Video Analysis and Event Recognition -- Automatic Video Colorization using 3D Conditional Generative Adversarial Networks -- Improving Visual Reasoning With Attention Alignment -- Multi-Camera Temporal Grouping for Play/Break Event Detection in Soccer Games -- Trajectory Prediction by Coupling Scene-LSTM with Human Movement LSTM -- Augmented Curiosity: Depth and Optical Flow Prediction for Ecient Exploration -- Visualization -- Information Visualization for Highlighting Conicts in Educational Timetabling Problems -- ContourNet: Salient Local Contour Identication for Blob Detection in Plasma Fusion Simulation Data -- Mutual Information-Based Texture Spectral Similarity Criterion -- Accurate Computation of Interval Volume Measures for Improving Histograms -- Ant-SNE: Tracking Community Evolution via Animated t-SNE -- ST: Computational Vision, AI and Mathematical Methods for Biomedical and Biological Image Analysis -- Automated Segmentation of the Pectoral Muscle in Axial Breast MR Images -- Angio-AI: Cerebral Perfusion Angiography with Machine Learning -- Conformal Welding for Brain-Intelligence Analysis -- Learning Graph Cut Class Prototypes for Thigh CT Tissue Identication -- Automatic Estimation of Arterial Input Function in Digital Subtraction Angiography -- Biometrics -- One-Shot-Learning for Visual Lip-Based Biometric Authentication -- Age Group and Gender Classication of Unconstrained Faces -- Ecient 3D Face Recognition in Uncontrolled Environment -- Pupil Center Localization Using SOMA and CNN -- Real-Time Face Features Localization with Recurrent Rened Dense CNN Architectures -- Virtual Reality I -- Estimation of the distance between ngertips using silhouette and texture information of dorsal of hand -- Measuring Reectance of Anisotropic Materials using Two Handheld Cameras -- FunPlogs - A Serious Puzzle Mini-Game for Learning Fundamental Programming Principles Using Visual Scripting -- Automatic camera path generation from 360 video -- Highlighting Techniques for 360 Degree Virtual Reality and Their Immersive Authoring -- Applications I -- Jitter-free registration for Unmanned Aerial Vehicle Videos -- Heart Rate Based Face Synthesis for Pulse Estimation -- Light-weight Novel View Synthesis for Casual Multiview Photography -- DeepPrivacy: A generative adversarial network for face anonymization -- Swarm Optimization Algorithm for Road Bypass Extrapolation -- ST: Vision for Remote Sensing and Infrastructure Inspection -- Concrete Crack Pixel Classication using an Encoder Decoder Based Deep Learning Architecture -- A Geometry-based Method for the Spatio-temporal Detection of Cracks in 4D-Reconstructions -- An Automatic Digital Terrain Generation Technique for Terrestrial Sensing and Virtual Reality Applications -- Rebar Detection and Localization for Non-Destructive Infrastructure Evaluation using Deep Residual Networks -- Computer Graphics II -- Intrinsic Decomposition by learning from Varying Lighting Conditions -- Pixel2Field: Single Image Transformation to Physical Field of Sports Videos -- UnrealGT: Using Unreal Engine to

	Generate Ground Truth Datasets -- Fast Omnidirectional Depth Densication.
Sommario/riassunto	This book constitutes the refereed proceedings of the 14th International Symposium on Visual Computing, ISVC 2019, held in Lake Tahoe, NV, USA in October 2019. The 100 papers presented in this double volume were carefully reviewed and selected from 163 submissions. The papers are organized into the following topical sections: Deep Learning I; Computer Graphics I; Segmentation/Recognition; Video Analysis and Event Recognition; Visualization; ST: Computational Vision, AI and Mathematical methods for Biomedical and Biological Image Analysis; Biometrics; Virtual Reality I; Applications I; ST: Vision for Remote Sensing and Infrastructure Inspection; Computer Graphics II; Applications II; Deep Learning II; Virtual Reality II; Object Recognition/Detection/Categorization; and Poster.