

1. Record Nr.	UNINA9910413440803321
Titolo	Transactions on Computational Science XXXVII : Special Issue on Computer Graphics // edited by Marina L. Gavrilova, C. J. Kenneth Tan, Jian Chang, Nadia Magnenat Thalmann
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2020
ISBN	3-662-61983-0
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XIII, 171 p. 83 illus., 73 illus. in color.)
Collana	Transactions on Computational Science, , 1866-4741 ; ; 12230
Disciplina	006.6869
Soggetti	Computer graphics Application software User interfaces (Computer systems) Human-computer interaction Computer vision Pattern recognition systems Computer Graphics Computer and Information Systems Applications User Interfaces and Human Computer Interaction Computer Vision Automated Pattern Recognition
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Do Distant or Colocated Audiences Affect User Activity in VR? -- Polarization for Coherent Augmented Reality Scene on Mobile Devices -- Integrated Analysis and Hypothesis Testing for Complex Spatio-temporal Data -- Action Sequencing in VR: A No-Code Approach -- Single Color Sketch-Based Image Retrieval in HSV Color Space -- Integral-Based Material Point Method and Peridynamics Model for Animating Elastoplastic Material -- A Perceptually Coherent TMO for Visualization of 360° HDR Images on HMD -- Simulating Crowds and Autonomous Vehicles -- MagiPlay: An Augmented Reality Serious Game Allowing Children to Program Intelligent Environments.

## Sommario/riassunto

The LNCS journal Transactions on Computational Science reflects recent developments in the field of Computational Science, conceiving the field not as a mere ancillary science but rather as an innovative approach supporting many other scientific disciplines. The journal focuses on original high-quality research in the realm of computational science in parallel and distributed environments, encompassing the facilitating theoretical foundations and the applications of large-scale computations and massive data processing. It addresses researchers and practitioners in areas ranging from aerospace to biochemistry, from electronics to geosciences, from mathematics to software architecture, presenting verifiable computational methods, findings, and solutions, and enabling industrial users to apply techniques of leading-edge, large-scale, high performance computational methods. This, the 37th issue of the Transactions on Computational Science, is devoted to the area of Computer Graphics. The 9 papers included in the volume constitute extended versions of selected papers presented at the 36th Computer Graphics International Conference, CGI 2019. Topics covered include virtual reality, augmented reality, image retrieval, animation of elastoplastic material, and visualization of 360° HDR images.

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