1. Record Nr. UNINA9910451259403321

Titolo	Design and aesthetics : a reader / / edited by Jerry Palmer and Mo Dodson
Pubbl/distr/stampa	London ; ; New York : , : Routledge, , 1996
ISBN	1-134-90850-4 1-280-07210-5 0-415-07232-8 0-203-35949-6
Descrizione fisica	ix, 252 p. : ill
Altri autori (Persone)	PalmerJerry <1940-> DodsonMo <1944->
Disciplina	745.4/01
Soggetti	Aesthetics - History Design - History Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	part Part I -- chapter 1 Introduction to Part I / Jerry Palmer -- chapter 2 Judging architecture / Roger Scruton -- chapter 3 Really useless knowledge -- A political critique of aesthetics / Tony Bennett -- chapter 4 Pierre Bourdieu and the sociology of culture -- An introduction / Nicholas Garnham -- chapter 5 Cartographies of taste and broadcasting strategies / David Docherty -- chapter 6 On materialism / Sebastiano Timpanaro -- chapter 7 Problems of materialism / Raymond Williams -- chapter 8 Art and biology / Peter Fuller -- chapter 9 Taste and virtue; or, the virtue of taste / Mo Dodson -- chapter 10 Need and function -- The terms of a debate / Jerry Palmer -- part Part II -- chapter 11 Introduction to Part II / Mo Dodson -- chapter 12 Fashion and ontology in Trinidad / Daniel Miller -- chapter 13 Grecian fillets / Stella Newton -- chapter 14 Designing HIV awareness strategies -- An ethnographic approach / Adam Briggs -- chapter 15 The roots of inequality / Barbara Bender -- chapter 16 Art and reproduction -- Some aspects of the relations between painters and engravers in London 1760-1850 / Gordon J. Fyfe -- chapter 17

		Design, femininity and modernism: interpreting the work of -- Interpreting the work of Susie Cooper / Cheryl Buckley -- chapter 18 (Mis)representation of society? Problems in the relationships between architectural aesthetics and social meanings -- Problems in the relationship between architectural aesthetics and social meanings / Jos Boys.
2.	Record Nr.	UNINA9910141725603321
	Autore	Daoudi Mohamed <1964->
	Titolo	3D face modeling, analysis, and recognition [[electronic resource] /] / Mohamed Daoudi, Anuj Srivastava, Remco Veltkamp
	Pubbl/distr/stampa	Singapore, : Wiley, 2013
	ISBN	1-118-59263-8 1-118-59265-4 1-118-59264-6
	Descrizione fisica	1 online resource (221 p.)
	Altri autori (Persone)	SrivastavaAnuj <1968-> VeltkampRemco C. <1963->
	Disciplina	006.6/93
	Soggetti	Face - Computer simulation Human face recognition (Computer science) Three-dimensional imaging Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	3D FACE MODELING, ANALYSIS AND RECOGNITION; Contents; Preface; List of Contributors; 1 3D Face Modeling; 1.1 Challenges and Taxonomy of Techniques; 1.2 Background; 1.2.1 Depth from Triangulation; 1.2.2 Shape from Shading; 1.2.3 Depth from Time of Flight (ToF); 1.3 Static 3D Face Modeling; 1.3.1 Laser-stripe Scanning; 1.3.2 Time-coded Structured Light; 1.3.3 Multiview Static Reconstruction; 1.4 Dynamic 3D Face Reconstruction; 1.4.1 Multiview Dynamic Reconstruction; 1.4.2 Photometric Stereo; 1.4.3 Structured Light; 1.4.4 Spacetime Faces; 1.4.5 Template-based Post-processing 1.5 Summary and ConclusionsExercises; References; 2 3D Face Surface

Analysis and Recognition Based on Facial Surface Features; 2.1 Geometry of 3D Facial Surface; 2.1.1 Primary 3D Surface Representations; 2.1.2 Rigid 3D Transformations; 2.1.3 Decimation of 3D Surfaces; 2.1.4 Geometric and Topological Aspects of the Human Face; 2.2 Curvatures Extraction from 3D Face Surface; 2.2.1 Theoretical Concepts on 3D Curvatures; 2.2.2 Practical Curvature Extraction Methods; 2.3 3D Face Segmentation; 2.3.1 Curvature-based 3D Face Segmentation; 2.3.2 Bilateral Profile-based 3D Face Segmentation
2.4 3D Face Surface Feature Extraction and Matching2.4.1 Holistic 3D Facial Features; 2.4.2 Regional 3D Facial Features; 2.4.3 Point 3D Facial Features; 2.5 Deformation Modeling of 3D Face Surface; Exercises; References; 3 3D Face Surface Analysis and Recognition Based on Facial Curves; 3.1 Introduction; 3.2 Facial Surface Modeling; 3.3 Parametric Representation of Curves; 3.4 Facial Shape Representation Using Radial Curves; 3.5 Shape Space of Open Curves; 3.5.1 Shape Representation; 3.5.2 Geometry of Preshape Space; 3.5.3 Reparametrization Estimation by Using Dynamic Programming
3.5.4 Extension to Facial Surfaces Shape Analysis3.6 The Dense Scalar Field (DSF); 3.7 Statistical Shape Analysis; 3.7.1 Statistics on Manifolds: Karcher Mean; 3.7.2 Learning Statistical Models in Shape Space; 3.8 Applications of Statistical Shape Analysis; 3.8.1 3D Face Restoration; 3.8.2 Hierarchical Organization of Facial Shapes; 3.9 The Iso-geodesic Stripes; 3.9.1 Extraction of Facial Stripes; 3.9.2 Computing Relationships between Facial Stripes; 3.9.3 Face Representation and Matching Using Iso-geodesic Stripes; Exercises; Glossary; References
4 3D Morphable Models for Face Surface Analysis and Recognition4.1 Introduction; 4.2 Data Sets; 4.3 Face Model Fitting; 4.3.1 Distance Measure; 4.3.2 Iterative Face Fitting; 4.3.3 Coarse Fitting; 4.3.4 Fine Fitting; 4.3.5 Multiple Components; 4.3.6 Results; 4.4 Dynamic Model Expansion; 4.4.1 Bootstrapping Algorithm; 4.4.2 Results; 4.5 Face Matching; 4.5.1 Comparison; 4.5.2 Results; 4.6 Concluding Remarks; Exercises; References; 5 Applications; 5.1 Introduction; 5.2 3D Face Databases; 5.3 3D Face Recognition; 5.3.1 Challenges of 3D Face Recognition; 5.3.2 3D Face Recognition: State of the Art
5.3.3 Partial Face Matching

Sommario/riassunto

3D Face Modeling, Analysis and Recognition presents methodologies for analyzing shapes of facial surfaces, develops computational tools for analyzing 3D face data, and illustrates them using state-of-the-art applications. The methodologies chosen are based on efficient representations, metrics, comparisons, and classifications of features that are especially relevant in the context of 3D measurements of human faces. These frameworks have a long-term utility in face analysis, taking into account the anticipated improvements in data collection, data storage, processing speeds, and appl