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| | Nota di contenuto | CONTENTS; Preface; 1. An appearance-based method for parametric video registration X. Orriols, L. Barcelo and X. Binefa; 1.1. Introduction; 1.2. Appearance Based Framework for Multi-Frame Registration; 1.2.1. Appearance Representation Model; 1.2.2. Polynomial Surface Model; 1.2.3. The Algorithm; 1.3. Experimental Results; 1.3.1. Selecting a Reference Frame. Consequences in the Registration; 1.3.2. Analyzing the Complexity in the Polynomial Model. Towards 3D Affine Reconstruction; 1.4. Summary and Conclusions; Acknowledgments; References<br>2. An interactive algorithm for image smoothing and segmentation M. C. de Andrade1. Introduction; 2. The interactive image smoothing and segmentation algorithm - ISS; 2.1. Edge preserving smoothing under controlled curvature motion; 2.1.1. Stopping criteria for curvature based denoising; 2.1.2. Effect of denoising on the ISS; 2.2. The interactive region growing and merging step; 2.3. The ISS algorithm steps; 3. Applications; 4. Conclusions and Outlook; Acknowledgments; Appendix A. ISS Pseudo-code; Appendix B. ISS Execution time for known test-images; References<br>3. Relevance of multifractal textures in static images A. Turiel3.1. |

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| <span style="color:#8B1A2B">Sommario/riassunto</span> | This book is a collection of scientific papers published during the last five years, showing a broad spectrum of actual research topics and techniques used to solve challenging problems in the areas of computer vision and image analysis. The book will appeal to researchers, technicians and graduate students.  <i>Sample Chapter(s)</i><br>Chapter 1: An Appearance-Based Method for Parametric Video Registration (2,352 KB)<br> <br><i>Contents:</i><ul><li>An Appearance-Based Method for Parametric Video Registration <i>(X Orriols et al.)</i></li><li>Relevance of Multifractal Textures in Static Imag |