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| | Nota di contenuto | Front Cover; View-Based 3-D Object Retrieval; Copyright; Contents; Acknowledgments; Preface; Part I: The Start; Chapter 1: Introduction; 1.1 The Definition of 3DOR; 1.2 Model-Based 3DOR Versus View-Based 3DOR; 1.3 The Challenges of V3DOR; 1.4 Summary of Our Work; 1.4.1 View Extraction; 1.4.2 Representative View Selection; 1.4.3 Learning the Weights for Multiple Views; 1.4.4 Distance Measures for Object Matching; 1.4.5 Learning the Relevance Among 3-D Objects; 1.5 Structure of This Book; 1.6 Summary; References; Chapter 2: The Benchmark and Evaluation; 2.1 Introduction<br>2.2 The Standard Benchmarks2.3 The Shape Retrieval Contest; 2.4 Evaluation Criteria in 3DOR; 2.5 Summary; References; Part II View Extraction, Selection, and Representation; Chapter 3: View Extraction; 3.1 Introduction; 3.2 Dense Sampling Viewpoints; 3.3 Predefined Camera Array; 3.4 Generated View; 3.5 Summary; References; Chapter 4: View Selection; 4.1 Introduction; 4.2 Unsupervised View Selection; 4.3 Interactive View Selection; 4.3.1 Multiview 3-D Object Matching; 4.3.2 View Clustering; 4.3.3 Initial Query View Selection; 4.3.4 Interactive View Selection with User Relevance Feedback<br>4.3.5 Learning a Distance Metric4.3.6 Multiple Query Views Linear Combination; 4.3.7 The Computational Cost; 4.4 Summary; References; |

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| Sommario/riassunto | Content-based 3-D object retrieval has attracted extensive attention recently and has applications in a variety of fields, such as, computer-aided design, tele-medicine,mobile multimedia, virtual reality, and entertainment. The development of efficient and effective content-based 3-D object retrieval techniques has enabled the use of fast 3-D reconstruction and model design. Recent technical progress, such as the development of camera technologies, has made it possible to capture the views of 3-D objects. As a result, view-based 3-D object retrieval has become an essential but challenging res |