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Altri autori (Persone)	PeralesFrancisco Jose <1962-> FisherR. B
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Articulated Motion and Deformable Objects AMDO 2010 -- Compatible Particles for Part-Based Tracking -- Combining Edge Detection and Region Segmentation for Lip Contour Extraction -- Retrieving

Articulated 3D Objects Using Normalized Distance Function -- Finding Optimal Parameter Configuration for a Dynamic Triangle Mesh Compressor -- Silhouette Area Based Similarity Measure for Template Matching in Constant Time -- Analysing the Influence of Vertex Clustering on PCA-Based Dynamic Mesh Compression -- Estimating 3D Pose via Stochastic Search and Expectation Maximization -- A Proposal for Local and Global Human Activities Identification -- Skeleton and Shape Adjustment and Tracking in Multicamera Environments -- Learning Generic Human Body Models -- High-Realistic and Flexible Virtual Presenters -- Model-Based Hand Gesture Tracking in ToF Image Sequences -- An Evaluation of Wavelet Kernels for Palmprint Based Recognition -- Real-Time Motion Transition by Example -- Novel Representations, Techniques and Error Evaluation for 3D Reconstruction -- Inelastic Deformation Invariant Modal Representation for Non-rigid 3D Object Recognition -- Cyclic and Non-cyclic Gesture Spotting and Classification in Real-Time Applications -- Automatic Motion Segmentation for Human Motion Synthesis -- Multiple-Activity Human Body Tracking in Unconstrained Environments -- Identity Recognition-Based Correction Mechanism for Face Tracking -- Analytical Simulation of Non-planar B-Spline Surfaces Deformation -- 3D Head Pose Estimation and Tracking Using Particle Filtering and ICP Algorithm -- Faking Dynamics of Cloth Animation for Animated Films -- Data-Driven On-Line Generation of Interactive Gait Motion -- Automatic 3D Facial Model and Texture Reconstruction from Range Scans -- A Reusable Model for Emotional Biped Walk-Cycle Animation with Implicit Retargeting -- CageIK: Dual-Laplacian Cage-Based Inverse Kinematics -- Automatic Key Pose Selection for 3D Human Action Recognition -- Adjusting Animation Rigs to Human-Like 3D Models.

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## Sommario/riassunto

The AMDO 2010 conference took place at the Hotel Mon Port, Port d'Andratx (Mallorca), during July 7-9, 2010, institutionally sponsored by MICINN (Ministerio de Ciencia e Innovación, Spanish Government), the Conselleria d'Economia, Hisenda i Innovació (Balearic Islands Government), the Consell de Mallorca, the AERFAI (Spanish Association in Pattern Recognition and Artificial Intelligence), the EG (Eurographics Association) and the Mathematics and Computer Science Department of the UIB. In addition important commercial sponsors collaborated with practical demonstrations, and the main contributors were: VICOM Tech, ANDROME Iberica, Robot S.A, DAT S.L, Aquateknica S.L. The subject of the conference is the ongoing research in articulated motion on a sequence of images and sophisticated models for deformable objects. The goals of these areas are the understanding and interpretation of the motion of complex objects that can be found in sequences of images in the real world. The main topics considered as priority are: geometric and physical deformable models, motion analysis, articulated models and animation, modelling and visualization of deformable models, deformable model applications, motion analysis applications, single or multiple human motion analysis and synthesis, face modelling, tracking, recovering and recognition models, virtual and augmented reality, haptics devices, and biometrics techniques. The conference topics were grouped into these tracks: Track 1: Computer Graphics (Human Modelling and Animation), Track 2: Human Motion (Analysis, Tracking, 3D Reconstruction and Recognition), Track 3: Multimodal User Interaction (VR and AR, Speech, Biometrics) and Track 4: Active Interfaces (recognition and interpretation of emotions, ECAs - Embodied Conversational Agents in HCI).

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