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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.