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-- RibbonView: Interactive Context-Preserving Cutaways of Anatomical Surface Meshes -- Interactive Visualisation of Time-Based Vital Signs -- Using R-Trees for Interactive Visualization of Large Multidimensional Datasets -- Combining Automated and Interactive Visual Analysis of Biomechanical Motion Data -- Video Analysis and Event Recognition -- Human Activity Recognition: A Scheme Using Multiple Cues -- A Platform for Monitoring Aspects of Human Presence in Real-Time -- Egocentric Visual Event Classification with Location-Based Priors -- View Invariant Activity Recognition with Manifold Learning -- Arm-Hand Behaviours Modelling: From Attention to Imitation -- Hand Detection and Gesture Recognition Exploit Motion Times Image in Complicate Scenarios -- Face Verification Using Indirect Neighbourhood Components Analysis -- Poster Session -- Efficient Algorithms for Image and High Dimensional Data Processing Using Eikonal Equation on Graphs -- 3D DCT Based Compression Method for Integral Images -- Plant Texture Classification Using Gabor Co-occurrences -- A Compressive Sensing Algorithm for Many-Core Architectures -- An Incremental PCA-HOG Descriptor for Robust Visual Hand Tracking -- Probabilistic Learning of Visual Object Composition from Attended Segments -- Propagating Uncertainty in Petri Nets for Activity Recognition -- Mixture of Gaussians Exploiting Histograms of Oriented Gradients for Background Subtraction -- Human Pose Recognition Using Chamfer Distance in Reduced Background Edge for Human-Robot Interaction -- Modeling Clinical Tumors to Create Reference Data for Tumor Volume Measurement -- Spectral Image Decolorization.

Sommario/riassunto

It is with great pleasure that we present the proceedings of the 6th International, Symposium on Visual Computing (ISVC 2010), which was held in Las Vegas, Nevada. ISVC provides a common umbrella for the four main areas of visual computing including vision, graphics, visualization, and virtual reality. The goal is to provide a forum for researchers, scientists, engineers, and practitioners throughout the world to present their latest research findings, ideas, developments, and applications in the broader area of visual computing. This year, the program consisted of 14 oral sessions, one poster session, 7 special tracks, and 6 keynote presentations. The response to the call for papers was very good; we received over 300 submissions for the main symposium from which we accepted 93 papers for oral presentation and 73 papers for poster presentation. Special track papers were solicited separately through the Organizing and Program Committees of each track. A total of 44 papers were accepted for oral presentation and 6 papers for poster presentation in the special tracks.