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Nota di contenuto	Media Understanding -- A Novel Approach for Filtering Junk Images from Google Search Results -- Object-Based Image Retrieval Beyond Visual Appearances -- MILC2: A Multi-Layer Multi-Instance Learning Approach to Video Concept Detection -- Poster I -- An Implicit Active Contour Model for Feature Regions and Lines -- New Approach for Hierarchical Classifier Training and Multi-level Image Annotation -- Extracting Text Information for Content-Based Video Retrieval -- Real-Time Video Surveillance Based on Combining Foreground Extraction and Human Detection -- Detecting and Clustering Multiple Takes of One Scene -- An Images-Based 3D Model Retrieval Approach -- ‘Oh Web Image, Where Art Thou?’ -- Complementary Variance Energy for Fingerprint Segmentation -- Similarity Search in Multimedia Time Series Data Using Amplitude-Level Features -- Sound Source Localization with Non-calibrated Microphones -- PriSurv: Privacy Protected Video Surveillance System Using Adaptive Visual Abstraction -- Distribution-Based Similarity for Multi-represented Multimedia Objects -- A Multimodal Input Device for Music Authoring for Children -- Free-Shaped Video Collage -- Aesthetics-Based Automatic Home Video Skimming System -- Using Fuzzy Lists for Playlist Management -- Tagging Video Contents with Positive/Negative Interest Based on User’s

Facial Expression -- Snap2Play: A Mixed-Reality Game Based on Scene Identification -- Real-Time Multi-view Object Tracking in Mediated Environments -- Reconstruct 3D Human Motion from Monocular Video Using Motion Library -- Poster II -- Appropriate Segment Extraction from Shots Based on Temporal Patterns of Example Videos -- Fast Segmentation of H.264/AVC Bitstreams for On-Demand Video Summarization -- Blurred Image Detection and Classification -- Cross-Lingual Retrieval of Identical News Events by Near-Duplicate Video Segment Detection -- Web Image Gathering with a Part-Based Object Recognition Method -- A Query Language Combining Object Features and Semantic Events for Surveillance Video Retrieval -- Semantic Quantization of 3D Human Motion Capture Data Through Spatial-Temporal Feature Extraction -- Fast Intermode Decision Via Statistical Learning for H.264 Video Coding -- A Novel Motion Estimation Method Based on Normalized Cross Correlation for Video Compression -- Curved Ray-Casting for Displacement Mapping in the GPU -- Emotion-Based Music Visualization Using Photos -- LightCollabo: Distant Collaboration Support System for Manufacturers -- Accurate Identifying Method of JPEG2000 Images for Digital Cinema -- Optimization of Spatial Error Concealment for H.264 Featuring Low Complexity -- Temporal Error Concealment for H.264 Using Optimum Regression Plane -- Transform Domain Wyner-Ziv Codec Based on Turbo Trellis Codes Modulation -- Selective Sampling Based on Dynamic Certainty Propagation for Image Retrieval -- Local Radon Transform and Earth Mover's Distances for Content-Based Image Retrieval -- Content Based Querying and Searching for 3D Human Motions -- Bi-modal Conceptual Indexing for Medical Image Retrieval -- Audio Analysis for Multimedia Retrieval from a Ubiquitous Home -- Effectiveness of Signal Segmentation for Music Content Representation -- Probabilistic Estimation of a Novel Music Emotion Model -- Acoustic OFDM: Embedding High Bit-Rate Data in Audio.

Sommario/riassunto

Welcometothe14thInternationalMultimediaModelingConference (MMM2008), held January 9–11, 2008 at Kyoto University, Kyoto, Japan. MMM is a leading international conference for researchersand industry practitioners to share their new ideas, original research results and practical development experiences from all multimedia related areas. It was a great honor to have MMM2008, one of the most long-standing m- timedia conferences, at one of the most beautiful and historically important Japanese cities. Kyoto was an ancient capital of Japan, and was and still is at the heartofJapaneseculture and history. Kyotoinwintermaydistinctivelyo?er the sober atmosphere of an ink painting. You can enjoy old shrines and temples which are designated as World Heritage Sites. The conference venue was the Clock Tower Centennial Hall in Kyoto University, which is one of the oldest universities in Japan. MMM2008 featured a comprehensive program including three keynote talks, six oral presentation sessions, and two poster and demo sessions. The 133 s- missions included a large number of high-quality papers in multimedia content analysis, multimedia signal processing and communications, and multimedia applications and services. We thank our 137 Technical Program Committee members and reviewers who spent many hours reviewing papers and prov- ing valuable feedback to the authors. Based on the 3 or 4 reviews per paper the Program Chairs decided to accept only 23 as oral papers and 24 as poster papers, where each type of presentation could in addition present the work as a demo. The acceptance rate of 36% follows the MMM tradition of ful?lling fruitful discussions throughout the conference.