1. Record Nr. UNINA9910483364303321

Titolo	Smart graphics : 6th international symposium, SG 2006, Vancouver, Canada, July 23-25, 2006 : proceedings / / Andreas Butz ... [et al.] (eds.)
Pubbl/distr/stampa	Berlin, : Springer, 2006
ISBN	3-540-36295-9
Edizione	[1st ed. 2006.]
Descrizione fisica	1 online resource (XI, 263 p.)
Collana	Lecture notes in computer science, , 0302-9743 ; ; 4073 LNCS sublibrary. SL 6, Image processing, computer vision, pattern recognition, and graphics
Altri autori (Persone)	ButzAndreas
Disciplina	006.6
Soggetti	Computer graphics Artificial intelligence
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intelligent Text Processing -- Efficient View Management for Dynamic Annotation Placement in Virtual Landscapes -- Predictive Text Fitting -- Agent-Based Annotation of Interactive 3D Visualizations -- Perceptive Systems -- Experiments in the Perception of Causality -- Causal Perception in Virtual Environments -- Deep Surrender: Musically Controlled Responsive Video -- Smart Visualization -- Hierarchical-Temporal Data Visualization Using a Tree-Ring Metaphor -- AudioRadar: A Metaphorical Visualization for the Navigation of Large Music Collections -- Visually Supporting Depth Perception in Angiography Imaging -- Visual Features, Sketching and Graphical Abstraction -- A Modified Laplacian Smoothing Approach with Mesh Saliency -- 3D Sketching with Profile Curves -- Feature-Preserving, Accuracy-Controllable Freeform Surfaces for Web-Based Surgical Simulations -- The Sketch L-System: Global Control of Tree Modeling Using Free-Form Strokes -- Intelligent Image and Film Composing -- Through-the-Lens Cinematography -- Explorations in Declarative Lighting Design -- A Photographic Composition Assistant for Intelligent Virtual 3D Camera Systems -- Smart Interaction -- Copy-Paste Synthesis of 3D Geometry with Repetitive Patterns -- Smart Sticky Widgets: Pseudo-haptic Enhancements for Multi-Monitor Displays --

The EnLighTable: Design of Affordances to Support Collaborative Creativity -- Short Papers -- ArTVox: Evolutionary Composition in Visual and Sound Domains -- An Account of Image Perceptual Understanding Based on Epistemic Attention and Reference -- Using Rule Based Selection to Support Change in Parametric CAD Models -- NEAR: Visualizing Information Relations in a Multimedia Repository -- A Model for Interactive Web Information Retrieval -- Representing and Querying Line Graphs in Natural Language: The iGraph System -- MusicSpace: A Multi Perspective Browser for Music Albums -- Large Display Size Enhances User Experience in 3D Games.

Sommario/riassunto

The International Symposium on Smart Graphics 2006 was held during July 23–25, 2006, at the University of British Columbia in Vancouver, Canada. It was the seventh event in a series which originally started in 2000 as an AAAI Spring Symposium. In response to the overwhelming success of the 2000 symposium, its organizers decided to turn it into a self-contained event. With the support of IBM, the first two International Symposia on Smart Graphics were held at the T. J. Watson Research Center in Hawthorne, New York, in 2001 and 2002. The 2003 symposium moved to the European Media Lab in Heidelberg. Since then the conference has alternated between North America and Europe. It was held at Ban? Alberta Canada in 2004 and at the cloister Frauenw¨ orth on the island of Frauenchiemsee in Germany in 2005. The core idea behind these symposia is to bring together researchers and practitioners from the field of computer graphics, artificial intelligence, cognitive science, graphic design and the ?ne arts. Each of these disciplines contributes to what we mean by the term “Smart Graphics”: the intelligent process of c- ating effective, expressive and esthetic graphical presentation. While artists and designers have been creating communicative graphics for centuries, artificial intelligence focuses on automating this process by means of the computer. While computer graphics provides the tools for creating graphical presentations in the first place, the cognitive sciences contribute the rules and models of perception necessary for the design of effective graphics.