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| 1. | Record Nr. | UNINA9910483364303321 |
| | Titolo | Smart Graphics : 6th International Symposium, SG 2006, Vancover, Canada, July 23-25, 2006, Proceedings / / edited by Andreas Butz, Brian Fisher, Antonio Krüger, Patrick Olivier |
| | Pubbl/distr/stampa | Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : 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, , 1611-3349 ; ; 4073 |
| | Altri autori (Persone) | ButzAndreas |
| | Disciplina | 006.6 |
| | Soggetti | Application software |
| | | Computer graphics |
| | | User interfaces (Computer systems) |
| | | Human-computer interaction |
| | | Computer vision |
| | | Artificial intelligence |
| | | Pattern recognition systems |
| | | Computer and Information Systems Applications |
| | | Computer Graphics |
| | | User Interfaces and Human Computer Interaction |
| | | Computer Vision |
| | | Artificial Intelligence |
| | | Automated Pattern Recognition |
| | 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 or- nizers decided to turn it into a self-contained event. With the support of IBM, the ?rst 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 practitionersfrom the ?eld of computer graphics,arti?cialintelligence, 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 e?ective, expressive and esthetic graphical presentation. While artists and designers have been creating communicative graphics for centuries, arti?cial - telligence focuses on automating this process by means of the computer. While computer graphics provides the tools for creating graphical presentations in the ?rst place, the cognitive sciences contribute the rules and models of perception necessary for the design of e?ective graphics. |