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Titolo	Computer Vision -- ECCV 2006 [[electronic resource]] : 9th European Conference on Computer Vision, Graz, Austria, May 7-13, 2006, Proceedings, Part II / / edited by Aleš Leonardis, Horst Bischof, Axel Pinz
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Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 3952
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Soggetti	Optical data processing Pattern recognition Computer graphics Artificial intelligence Image Processing and Computer Vision Pattern Recognition Computer Graphics Artificial Intelligence
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Energy Minimization -- Comparison of Energy Minimization Algorithms for Highly Connected Graphs -- A Comparative Study of Energy Minimization Methods for Markov Random Fields -- Measuring Uncertainty in Graph Cut Solutions – Efficiently Computing Min-marginal Energies Using Dynamic Graph Cuts -- Tracking and Motion -- Tracking Dynamic Near-Regular Texture Under Occlusion and Rapid Movements -- Simultaneous Object Pose and Velocity Computation Using a Single View from a Rolling Shutter Camera -- A Theory of Multiple Orientation Estimation -- Poster Session II -- Resolution-Aware Fitting of Active Appearance Models to Low Resolution Images -- High Accuracy Optical Flow Serves 3-D Pose Tracking: Exploiting

Contour and Flow Based Constraints -- Enhancing the Point Feature Tracker by Adaptive Modelling of the Feature Support -- Tracking Objects Across Cameras by Incrementally Learning Inter-camera Colour Calibration and Patterns of Activity -- Monocular Tracking of 3D Human Motion with a Coordinated Mixture of Factor Analyzers -- Multiview Geometry and 3D Reconstruction -- Balanced Exploration and Exploitation Model Search for Efficient Epipolar Geometry Estimation -- Shape-from-Silhouette with Two Mirrors and an Uncalibrated Camera -- Robust and Efficient Photo-Consistency Estimation for Volumetric 3D Reconstruction -- An Affine Invariant of Parallelograms and Its Application to Camera Calibration and 3D Reconstruction -- Nonrigid Shape and Motion from Multiple Perspective Views -- 3D Surface Reconstruction Using Graph Cuts with Surface Constraints -- Statistical Models and Visual Learning -- Trace Quotient Problems Revisited -- Learning Nonlinear Manifolds from Time Series -- Accelerated Convergence Using Dynamic Mean Shift -- Efficient Belief Propagation with Learned Higher-Order Markov Random Fields -- Non Linear Temporal Textures Synthesis: A Monte Carlo Approach -- Low-Level Vision, Image Features -- Curvature-Preserving Regularization of Multi-valued Images Using PDE's -- Higher Order Image Pyramids -- Image Specific Feature Similarities -- Coloring Local Feature Extraction -- Defocus Inpainting -- Viewpoint Induced Deformation Statistics and the Design of Viewpoint Invariant Features: Singularities and Occlusions -- Face/Gesture/Action Detection and Recognition -- Spatio-temporal Embedding for Statistical Face Recognition from Video -- Super-Resolution of 3D Face -- Estimating Gaze Direction from Low-Resolution Faces in Video -- Learning Effective Intrinsic Features to Boost 3D-Based Face Recognition -- Human Detection Using Oriented Histograms of Flow and Appearance -- Cyclostationary Processes on Shape Spaces for Gait-Based Recognition -- Segmentation and Grouping -- Multiclass Image Labeling with Semidefinite Programming -- Automatic Image Segmentation by Positioning a Seed -- Patch-Based Texture Edges and Segmentation -- Unsupervised Texture Segmentation with Nonparametric Neighborhood Statistics -- Detecting Symmetry and Symmetric Constellations of Features -- Discovering Texture Regularity as a Higher-Order Correspondence Problem -- Object Recognition, Retrieval and Indexing -- Exploiting Model Similarity for Indexing and Matching to a Large Model Database -- Shift-Invariant Dynamic Texture Recognition -- Modeling 3D Objects from Stereo Views and Recognizing Them in Photographs -- A Boundary-Fragment-Model for Object Detection -- Region Covariance: A Fast Descriptor for Detection and Classification -- Segmentation -- Affine-Invariant Multi-reference Shape Priors for Active Contours -- Figure/Ground Assignment in Natural Images -- Background Cut -- PoseCut: Simultaneous Segmentation and 3D Pose Estimation of Humans Using Dynamic Graph-Cuts.