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Nota di contenuto	New Panoramic Image Generation Based on Modeling of Vignetting and Illumination Effects -- Virtual Object Placement in Video for Augmented Reality -- Realtime Control for Motion Creation of 3D Avatars -- Environment Matting of Transparent Objects Based on Frequency-Domain Analysis -- Adaptation of Quadric Metric Simplification to MPEG-4 Animated Object -- Progressive Lower Trees of Wavelet Coefficients: Efficient Spatial and SNR Scalable Coding of 3D Models -- An Adaptive Quantization Scheme for Efficient Texture Coordinate Compression in MPEG 3DMC -- Special Effects: Efficient and Scalable Encoding of the 3D Metamorphosis Animation with MeshGrid -- Hardware Accelerated Image-Based Rendering with Compressed Surface Light Fields and Multiresolution Geometry -- Adaptive Vertex Chasing for the Lossless Geometry Coding of 3D Meshes -- Analysis and Performance Evaluation of Flexible Marcoblock Ordering for H.264 Video Transmission over Packet-Lossy Networks -- Motion Perception Based Adaptive Quantization for Video Coding -- Hybrid Deblocking Algorithm for Block-Based Low Bit Rate Coded Images -- A Cross-Resolution Leaky Prediction Scheme for In-Band Wavelet Video Coding with Spatial Scalability -- Efficient Intra Prediction Mode Decision for H. 264 Video -- Optimum Quantization Parameters for Mode Decision in Scalable Extension of H.264/AVC Video Codec -- A Metadata Model for

Event Notification on Interactive Broadcasting Service -- Target Advertisement Service Using TV Viewers' Profile Inference -- Personalized TV Services and T-Learning Based on TV-Anytime Metadata -- Metadata Generation and Distribution for Live Programs on Broadcasting-Telecommunication Linkage Services -- Data Broadcast Metadata Based on PMCP for Open Interface to a DTV Data Server -- Super-resolution Sharpening-Demosaicking with Spatially Adaptive Total-Variation Image Regularization -- Gradient Based Image Completion by Solving Poisson Equation -- Predictive Directional Rectangular Zonal Search for Digital Multimedia Processor -- Motion Field Refinement and Region-Based Motion Segmentation -- Motion Adaptive De-interlacing with Horizontal and Vertical Motions Detection -- All-in-Focus Image Generation by Merging Multiple Differently Focused Images in Three-Dimensional Frequency Domain -- Free-Hand Stroke Based NURBS Surface for Sketching and Deforming 3D Contents -- Redeeming Valleys and Ridges for Line-Drawing -- Interactive Rembrandt Lighting Design -- Image-Based Generation of Facial Skin Texture with Make-Up -- Responsive Multimedia System for Virtual Storytelling -- Communication and Control of a Home Robot Using a Mobile Phone -- Real-Time Stereo Using Foreground Segmentation and Hierarchical Disparity Estimation -- Multi-view Video Coding Using Illumination Change-Adaptive Motion Estimation and 2-D Direct Mode -- Fast Ray-Space Interpolation with Depth Discontinuity Preserving for Free Viewpoint Video System -- Haptic Interaction with Depth Video Media -- A Framework for Multi-view Video Coding Using Layered Depth Images -- A Proxy-Based Distributed Approach for Reliable Content Sharing Among UPnP-Enabled Home Networks -- Adaptive Distributed Video Coding for Video Applications in Ad-Hoc Networks -- High Speed JPEG Coder Based on Modularized and Pipelined Architecture with Distributed Control -- Efficient Distribution of Feature Parameters for Speech Recognition in Network Environments -- Magnitude-Sign Split Quantization for Bandwidth Scalable Wideband Speech Codec -- Self-timed Interconnect with Layered Interface Based on Distributed and Modularized Control for Multimedia SoCs -- Enhanced Downhill Simplex Search for Fast Video Motion Estimation -- Camera Motion Detection in Video Sequences Using Motion Cooccurrences -- A Hybrid Motion Compensated 3-D Video Coding System for Blocking Artifacts Reduction -- Fast Panoramic Image Generation Method Using Morphological Corner Detection -- Generation of 3D Building Model Using 3D Line Detection Scheme Based on Line Fitting of Elevation Data -- Segmentation of the Liver Using the Deformable Contour Method on CT Images -- Radial Projection: A Feature Extraction Method for Topographical Shapes -- A Robust Text Segmentation Approach in Complex Background Based on Multiple Constraints -- Specularity-Free Projection on Nonplanar Surface -- Salient Feature Selection for Visual Concept Learning -- Contourlet Image Coding Based on Adjusted SPIHT -- Using Bitstream Structure Descriptions for the Exploitation of Multi-layered Temporal Scalability in H.264/AVC's Base Specification -- Efficient Control for the Distortion Incurred by Dropping DCT Coefficients in Compressed Domain -- Kalman Filter Based Error Resilience for H.264 Motion Vector Recovery -- High Efficient Context-Based Variable Length Coding with Parallel Orientation -- Texture Coordinate Compression for 3-D Mesh Models Using Texture Image Rearrangement -- Classification of Audio Signals Using Gradient-Based Fuzzy c-Means Algorithm with Divergence Measure -- Variable Bit Quantization for Virtual Source Location Information in Spatial Audio Coding -- The Realtime Method Based on Audio Scenegraph for 3D Sound Rendering -- Dual-Domain

Quantization for Transform Coding of Speech and Audio Signals -- A Multi-channel Audio Compression Method with Virtual Source Location Information -- A System for Detecting and Tracking Internet News Event -- A Video Summarization Method for Basketball Game -- Improvement of Commercial Boundary Detection Using Audiovisual Features -- Automatic Dissolve Detection Scheme Based on Visual Rhythm Spectrum -- A Study on the Relation Between the Frame Pruning and the Robust Speaker Identification with Multivariate t-Distribution -- Auto-summarization of Multimedia Meeting Records Based on Accessing Log -- Towards a High-Level Audio Framework for Video Retrieval Combining Conceptual Descriptions and Fully-Automated Processes -- A New Concept of Security Camera Monitoring with Privacy Protection by Masking Moving Objects -- Feature Fusion-Based Multiple People Tracking -- Extracting the Movement of Lip and Tongue During Articulation -- A Scheme for Ball Detection and Tracking in Broadcast Soccer Video -- A Shape-Based Retrieval Scheme for Leaf Images -- Lung Detection by Using Geodesic Active Contour Model Based on Characteristics of Lung Parenchyma Region -- Improved Automatic Liver Segmentation of a Contrast Enhanced CT Image -- Automated Detection of Tumors in Mammograms Using Two Segments for Classification -- Registration of Brain MR Images Using Feature Information of Structural Elements -- Cyber Surgery: Parameterized Mesh for Multi-modal Surgery Simulation -- Image Retrieval Based on Co-occurrence Matrix Using Block Classification Characteristics -- Automatic Generation of the Initial Query Set for CBIR on the Mobile Web -- Classification of MPEG Video Content Using Divergence Measure with Data Covariance -- Image Retrieval Using Spatial Color and Edge Detection -- Understanding Multimedia Document Semantics for Cross-Media Retrieval -- Multimedia Retrieval from a Large Number of Sources in a Ubiquitous Environment.

Sommario/riassunto

We are delighted to welcome readers to the proceedings of the 6th Pacific-Rim Conference on Multimedia (PCM). The first PCM was held in Sydney, Australia, in 2000. Since then, it has been hosted successfully by Beijing, China, in 2001, Hsinchu, Taiwan, in 2002, Singapore in 2003, and Tokyo, Japan, in 2004, and finally Jeju, one of the most beautiful and fantastic islands in Korea. This year, we accepted 181 papers out of 570 submissions including regular and special session papers. The acceptance rate of 32% indicates our commitment to ensuring a very high-quality conference. This would not be possible without the full support of the excellent Technical Committee and anonymous reviewers that provided timely and insightful reviews. We would therefore like to thank the Program Committee and all reviewers. The program of this year reflects the current interests of the PCM's. The accepted papers cover a range of topics, including, all aspects of multimedia, both technical and artistic perspectives and both theoretical and practical issues. The PCM 2005 program covers tutorial sessions and plenary lectures as well as regular presentations in three tracks of oral sessions and a poster session in a single track. We have tried to expand the scope of PCM to the artistic papers which need not to be strictly technical.