1. Record Nr. UNINA990005600650403321

Autore	Cione, Edmondo <1908-1965>
Titolo	Napoli romantica, 1830-1848 / Edmondo Cione
Pubbl/distr/stampa	Napoli, : Morano, 1957
Edizione	[3. ed. intermante rifatta]
Descrizione fisica	437 p., 98 tav. ; 26 cm
Collana	Opere di Edmondo Cione
Disciplina	945.730
Locazione	FLFBC BAT
Collocazione	945.7308 CIOE 01 BIB. BAT.3982 6-VIIL22 6/VIIL29
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia

2. Record Nr. UNINA9910484177503321

Titolo	Articulated Motion and Deformable Objects : 4th International Conference, AMDO 2006, Port d'Andratx, Mallorca, Spain, July 11-14, 2006, Proceedings / / edited by Francisco J. Perales, Robert B. Fisher
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2006
ISBN	3-540-36032-8
Edizione	[1st ed. 2006.]
Descrizione fisica	1 online resource (XVI, 532 p.)
Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics, , 3004-9954 ; ; 4069
Altri autori (Persone)	PeralesFrancisco Jose <1962-> FisherR. B
Disciplina	006.6
Soggetti	Application software Computer vision Pattern recognition systems Computer graphics Artificial intelligence Computer simulation Computer and Information Systems Applications Computer Vision Automated Pattern Recognition Computer Graphics Artificial Intelligence Computer Modelling
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	Articulated Motion and Deformable Objects AMD$O^{?e}$ 2006 -- A Study on Human Gaze Detection Based on 3D Eye Model -- Robust Fake Iris Detection -- A Study on Fast Iris Restoration Based on Focus Checking -- A Spatio-temporal Metric for Dynamic Mesh Comparison -- Facetoface: An Isometric Model for Facial Animation -- Matching Two-Dimensional Articulated Shapes Using Generalized Multidimensional Scaling -- Further Developments in Geometrical

Algorithms for Ear Biometrics -- Composition of Complex Motion Models from Elementary Human Motions -- Acquisition of Articulated Human Body Models Using Multiple Cameras -- Recovering Articulated Non-rigid Shapes, Motions and Kinematic Chains from Video -- 3D Shape Reconstruction of Trunk Swaying Human Body Segments -- Combined Head, Lips, Eyebrows, and Eyelids Tracking Using Adaptive Appearance Models -- Mobile Path and Spin 3D Tracking and Reconstruction -- Generalized SCODEF Deformations on Subdivision Surfaces -- Viewpoint Insensitive Posture Representation for Action Recognition -- Ballistic Hand Movements -- Collision Detection Trough Deconstruction of Articulated Objects -- Probabilistic Spatio-temporal 2D-Model for Pedestrian Motion Analysis in Monocular Sequences -- Predicting 3D People from 2D Pictures -- Certain Object Segmentation Based on AdaBoost Learning and Nodes Aggregation Iterative Graph-Cuts -- Learning Deformations of Human Arm Movement to Adapt to Environmental Constraints -- Three-Dimensional Mapping from Stereo Images with Geometrical Rectification -- Transferring a Labeled Generic Rig to Animate Face Models -- Virtual Characters as Emotional Interaction Element in the User Interfaces -- Face Modeling and Wrinkle Simulation Using Convolution Surface -- Cascade of Fusion for Adaptive Classifier Combination Using Context-Awareness.-Modeling Relaxed Hand Shape for Character Animation -- Boundary Fragment Matching and Articulated Pose Under Occlusion -- Object Tracking and Elimination Using Level-of-Detail Canny Edge Maps -- Facial Expression Recognition in Various Internal States Using Independent Component Analysis -- Gender Identification on the Teeth Based on Principal Component Analysis Representation -- Grasp Motion Synthesis Based on Object Features -- Carrying Object Detection Using Pose Preserving Dynamic Shape Models -- Person Recognition Using Human Head Motion Information -- Matching Deformable Features Based on Oriented Multi-scale Filter Banks -- Principal Spine Shape Deformation Modes Using Riemannian Geometry and Articulated Models -- Automatic Pose Correction for Local Feature-Based Face Authentication -- An Adaptive 3D Surface Mesh Cutting Operation -- Action Recognition Using Motion Primitives and Probabilistic Edit Distance -- Shape-Motion Based Athlete Tracking for Multilevel Action Recognition -- Finding Articulated Body in Time-Series Volume Data -- Emotional Facial Expression Classification for Multimodal User Interfaces -- Posture Constraints for Bayesian Human Motion Tracking -- Efficient Incorporation of Motionless Foreground Objects for Adaptive Background Segmentation -- Interactive Soft Object Simulation with Quadratic Finite Elements -- An Alternative to Medial Axis for the 3D Reconstruction of Unorganized Set of Points Using Implicit Surfaces -- Modeling Timing Structure in Multimedia Signals -- Human Motion Synthesis by Motion Manifold Learning and Motion Primitive Segmentation -- Towards an Integrated Technological Framework for Modelling Shared Virtual Spaces: Languages and Domotic Applications -- Agents with Personality for Videogames -- Monocular Tracking with a Mixture of View-Dependent Learned Models -- Towards Hands-Free Interfaces Based on Real-Time Robust Facial Gesture Recognition -- Upper Body Tracking for Interactive Applications.

Sommario/riassunto

This book constitutes the refereed proceedings of the 4th International Conference on Articulated Motion and Deformable Objects, AMDO 2006, held in Port d'Andratx, Mallorca, Spain, in July 2006. Presents 53 carefully selected and revised full papers on topics including geometric and physical deformable models, motion analysis, articulated models and animation, modelling and visualisation of deformable models,

deformable models applications, motion analysis applications, single or multiple human motion analysis and synthesis, and more.