

1. Record Nr.	UNINA9910484227803321
Titolo	Advances in Visual Computing : 9th International Symposium, ISVC 2013, Rethymnon, Crete, Greece, July 29-31, 2013. Proceedings, Part II // edited by George Bebis, Richard Boyle, Bahram Parvin, Darko Koracin, Baoxin Li, Fatih Porikli, Victor Zordan, James Klosowski, Sabine Coquillart, Xun Luo, Min Chen, David Gotz
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2013
ISBN	3-642-41939-9
Edizione	[1st ed. 2013.]
Descrizione fisica	1 online resource (XXXVI, 760 p. 405 illus.)
Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics, , 3004-9954 ; ; 8034
Disciplina	006.4
Soggetti	Pattern recognition systems Computer graphics Computer vision User interfaces (Computer systems) Human-computer interaction Application software Bioinformatics Automated Pattern Recognition Computer Graphics Computer Vision User Interfaces and Human Computer Interaction Computer and Information Systems Applications Computational and Systems Biology
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Visualization -- Visual computing with multimodal data streams -- Visual computing in digital cultural heritage -- Intelligent environments: algorithms and applications -- Applications -- Virtual reality.
Sommario/riassunto	The two volume set LNCS 8033 and 8034 constitutes the refereed

proceedings of the 9th International Symposium on Visual Computing, ISVC 2013, held in Rethymnon, Crete, Greece, in July 2013. The 63 revised full papers and 35 poster papers presented together with 32 special track papers were carefully reviewed and selected from more than 220 submissions. The papers are organized in topical sections: Part I (LNCS 8033) comprises computational bioimaging; computer graphics; motion, tracking, and recognition; segmentation; visualization; 3D mapping, modeling and surface reconstruction; feature extraction, matching, and recognition; sparse methods for computer vision, graphics, and medical imaging; and face processing and recognition. Part II (LNCS 8034) comprises topics such as visualization; visual computing with multimodal data streams; visual computing in digital cultural heritage; intelligent environments: algorithms and applications; applications; and virtual reality.
