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Descrizione fisica	1 online resource (XIV, 460 p.)
Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics, , 3004-9954 ; ; 5098
Altri autori (Persone)	PeralesFrancisco J FisherR. B
Disciplina	003.3
Soggetti	Computer simulation Pattern recognition systems Computer vision Computer graphics Artificial intelligence Computer Modelling Automated Pattern Recognition Computer Vision Computer Graphics Artificial Intelligence
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	Inverse Kinematics Using Sequential Monte Carlo Methods -- Estimation of Dense, Non-rigid Motion Fields from a Multi-camera Array Using a Hierarchical Mixture Model -- Learning to Look at Humans — What Are the Parts of a Moving Body? -- Continuous Hand Gesture Recognition in the Learned Hierarchical Latent Variable Space -- Real-Time 3D Body Pose Tracking from Multiple 2D Images -- Applying Space State Models in Human Action Recognition: A Comparative Study -- Bone Glow: An Improved Method for the Assignment of Weights for Mesh Deformation -- Analysis of Human Motion, Based on the Reduction of Multidimensional Captured Data –

Application to Hand Gesture Compression, Segmentation and Synthesis
 -- Exploiting Structural Hierarchy in Articulated Objects Towards
 Robust Motion Capture -- Estimating Human Skeleton Parameters and
 Configuration in Real-Time from Markered Optical Motion Capture --
 Dealing with Self-occlusion in Region Based Motion Capture by Means
 of Internal Regions -- Model-Based Analysis and Synthesis of Time-
 Varying Mesh -- Mesh Vertex Pose and Position Interpolation Using
 Geometric Algebra -- An Audiovisual Talking Head for Augmented
 Speech Generation: Models and Animations Based on a Real Speaker's
 Articulatory Data -- Towards Efficiency in Cloth Simulation -- 2D
 Articulated Body Tracking with Self-occultations Handling -- A Two-
 Step Approach for Detecting Individuals within Dense Crowds -- 3D
 Modeling for Deformable Objects -- Active-Vision System
 Reconfiguration for Form Recognition in the Presence of Dynamic
 Obstacles -- View-Invariant Human Action Detection Using
 Component-Wise HMM of Body Parts -- A Generative Model for Motion
 Synthesis and Blending Using Probability Density Estimation -- Gestural
 Interaction Using Feature Classification -- Predicting Missing Markersto
 Drive Real-Time Centre of Rotation Estimation -- Accurate Human
 Motion Capture Using an Ergonomics-Based Anthropometric Human
 Model -- A Deformable Surface Model with Volume Preserving Springs
 -- Temporal Nearest End-Effectors for Real-Time Full-Body Human
 Actions Recognition -- Fusing Edge Cues to Handle Colour Problems in
 Image Segmentation -- Body-Part Templates for Recovery of 2D Human
 Poses under Occlusion -- Autonomous Virtual Agents for Performance
 Evaluation of Tracking Algorithms -- A Manipulable Vision-Based 3D
 Input Device for Space Curves -- A Comparative Study on Using Zernike
 Velocity Moments and Hidden Markov Models for Hand Gesture
 Recognition -- Deformable Volumetric Simplex Meshes -- Analytical
 Simulation of B-Spline Surfaces Deformation -- Apperance-Based
 Tracking and Face Identification in Video Sequences -- Interactive
 Constrained Deformations of NURBS Surfaces: N-SCODEF -- A 3D
 Shape Descriptor for Human Pose Recovery -- Fast Detection and
 Modeling of Human-Body Parts from Monocular Video -- Kinetic
 Pseudo-energy History for Human Dynamic Gestures Recognition -- An
 Improved Algorithm for Estimating the ICA Model Concerning the
 Convergence Rate -- Automatic Adjustment of Rigs to Extracted
 Skeletons -- Real-Time Recognition of Human Gestures for 3D
 Interaction -- Effective Emotional Classification Combining Facial
 Classifiers and User Assessment -- Online and Offline Fingerprint
 Template Update Using Minutiae: An Experimental Comparison --
 Users with Disabilities: Maximum Control with Minimum Effort.

Sommario/riassunto

This book constitutes the refereed proceedings of the 5th International
 Conference on Articulated Motion and Deformable Objects, AMDO
 2008, held in Port d'Andratx, Mallorca, Spain, in July 2008. The 36
 revised full papers and 7 poster papers presented were carefully
 reviewed and selected from 64 submissions. The papers are organized
 in topical section on computer graphics: human modelling and
 animation, human motion: analysis, tracking, 3D reconstruction and
 recognition, multimodal user interaction: VR and ar, speech,
 biometrics, and advanced multimedia systems: standards, indexed
 video contents.