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Altri autori (Persone)	ZhaHongbin
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Nota di contenuto	Virtual Reality and Computer Graphics -- A Novel Parameter Learning Method of Virtual Garment -- Augmented Reality as Perceptual Reality -- A Multimodal Reference Resolution Approach in Virtual Environment -- SC: Prototypes for Interactive Architecture -- Model-Based Design of Virtual Environment Behavior -- Beh-VR: Modeling Behavior of Dynamic

Virtual Reality Contents -- N'Files – A Space to React. Communication Between Architecture and Its Users -- IPML: Extending SMIL for Distributed Multimedia Presentations -- The Use of Multi-sensory Feedback to Improve the Usability of a Virtual Assembly Environment -- GPU-Based Soft Shadow Rendering Using Non-linear Pre-computed Radiance Transfer Approximation -- Predictive Occlusion Culling for Interactive Rendering of Large Complex Virtual Scene -- A Study on Perception and Operation Using Free Form Projection Display -- A Service-Oriented Architecture for Progressive Delivery and Adaptive Rendering of 3D Content -- Vision and Image Technology -- Embedding Image Watermarks into Local Linear Singularity Coefficients in Ridgelet Domain -- Rotated Haar-Like Features for Face Detection with In-Plane Rotation -- Contour Grouping: Focusing on Image Patches Around Edges -- Synthetic Stereoscopic Panoramic Images -- Building a Sparse Kernel Classifier on Riemannian Manifold -- Three-Dimension Maximum Between-Cluster Variance Image Segmentation Method Based on Chaotic Optimization -- A Multi-sensor Image Registration Method Based on Harris Corner Matching -- Graph Based Energy for Active Object Removal -- Object-Based Image Recoloring Using Alpha Matte and Color Histogram Specification -- Reconstructing Symmetric Curved Surfaces from a Single Image and Its Application -- Geometry Processing -- Constructing 3D Surface from Planar Contours with Grid Adjustment Analysis -- Geometric Modeling for Interpolation Surfaces Based on Blended Coordinate System -- Orthogonal Least Square RBF Based Implicit Surface Reconstruction Methods -- An Interpolatory Subdivision Scheme for Triangular Meshes and Progressive Transmission -- Geometric Hermite Curves Based on Different Objective Functions -- Aligning 3D Polygonal Models with Improved PCA -- Collaborative Systems and GIS-Related -- A Crowd Evacuation System in Emergency Situation Based on Dynamics Model -- Come Closer: Encouraging Collaborative Behaviour in a Multimedia Environment -- The Component Based Factory Automation Control in the Internet Environment -- Database, Communication and Creation – A Research on Cultural Heritage-Based Educational Models -- An Adaptive Reliable QoS for Resource Errors Running on Ubiquitous Computing Environments -- Learner's Tailoring E-Learning System on the Item Revision Difficulty Using PetriNet -- A Time-Controlling Terrain Rendering Algorithm -- Developing and Analyzing Geographical Content Display System by Using RFID -- Digital Heritage and Healthcare -- Determination of Ancient Manufacturing Techniques of Ceramics by 3D Shape Estimation -- CG Restoration of a Historical Noh Stage and Its Use for Edutainment -- Surveying and Mapping Caves by Using 3D Digital Technologies -- On the Use of 3D Scanner for Chinese Opera Documentation -- 3D Data Retrieval of Archaeological Pottery -- Participation as a Model the Canadian Heritage Information Network -- 3D Digital Archive of the Burghers of Calais -- The EPOCH Multimodal Interface for Interacting with Digital Heritage Artefacts -- Virtual Manuscripts for an Enhanced Museum and Web Experience 'Living Manuscripts' -- Note-Taking Support for Nurses Using Digital Pen Character Recognition System -- Sensing and Robotics -- Human-Robot Interaction in a Ubiquitous House -- Development and Evaluation of a Hybrid Shared Tele-Haptic System -- Experimental Investigation on Integral Cognition by Multiple Senses -- Object Detection for a Mobile Robot Using Mixed Reality -- A Humanoid Robot to Prevent Children Accidents -- The Arts and Gaming -- Facial Sketch Rendering and Animation for Fun Communications -- Implementation of a Notation-Based Motion Choreography System -- Nomadic Perspectives: Spatial Representation in Oriental Scroll Painting

and Holographic Panoramagrams -- Urban-Planning Game -- Virtual Network Marathon: Fitness-Oriented E-Sports in Distributed Virtual Environment -- Creating an Authentic Aural Experience in the Digital Songlines Game Engine: Part of a Contextualised Cultural Heritage Knowledge Toolkit -- 3D Interactive Computer Games as a Pedagogical Tool.

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Sommario/riassunto

This book constitutes the refereed proceedings of the 13th International Conference on Interactive Technologies and Sociotechnical Systems, VSMM 2006, held in Xi'an, China in October 2006. The 59 revised full papers presented together with one keynote paper were carefully reviewed and selected from more than 180 submissions.

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