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Soggetti	Pattern recognition
	Computer graphics
	Optical data processing
	User interfaces (Computer systems)
	Application software Bioinformatics
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Nota di contenuto	Applications 3D computer vision Computer graphics SegmentationBiometrics Pattern recognition Recognition Virtual reality.
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revised full papers and 35 poster papers presented in this book were carefully reviewed and selected from 260 submissions. The papers are organized in topical sections: Part I (LNCS 9474) comprises computational bioimaging; computer graphics; motion and tracking; segmentation; recognition; visualization; mapping; modeling and surface reconstruction; advancing autonomy for aerial robotics; medical imaging; virtual reality; observing humans; spectral imaging and processing; intelligent transportation systems; visual perception and robotic systems. Part II (LNCS 9475): applications; 3D computer vision; computer graphics; segmentation; biometrics; pattern recognition; recognition; and virtual reality.