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Autore	Travis, Anthony S.
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Nota di contenuto	<p>Identifying Shifted Double JPEG Compression Artifacts for Non-intrusive Digital Image Forensics.- A Novel Customized Recompression Framework for Massive Internet Images.- Decomposition Equation of Basis Images with Consideration of Global Illumination.- Intrinsic Image Decomposition with Local Smooth Assumption and Global Color Assumption.- A Game-Theoretical Approach to Image Segmentation -- Clothed and Naked Human Shapes Estimation from a Single Image -- Image Colorization with an Affective Word.- Semantic Image Clustering Using Object Relation Network.- Efficient Solid Texture Synthesis Using Gradient Solids.- A Robust Algorithm for Denoising Meshes with High-Resolution Details.- Mesh Segmentation for Parallel Decompression on GPU.- Modeling Residential Urban Areas from Dense Aerial LiDAR Point Clouds.- Constrained Texture Mapping on Subdivision Surfaces.</p> <p>- Similar Region Contrast Based Salient Object Detection.- A Shape Enhancement Technique Based on Multi-channel Salience Measure.</p> <p>- Multi-scale Salient Feature Extraction on Mesh Models -- Global Contrast of Superpixels Based Salient Region Detection.- Incremental Shared Subspace Learning for Multi-label Classification.- 2D-Line-Drawing-Based 3D Object Recognition -- Graph Regularized ICA for Over-Complete Feature Learning.- Real-Time Recombination Method of Complex 3D Tree Model Information on Visual Perception Preserving.</p> <p>- Efficient Spherical Parametrization Using Progressive Optimization.</p> <p>- Curve Skeleton Extraction by Graph Contraction.- Robust Feature Extraction Based on Principal Curvature Direction.- Compact Combinatorial Maps in 3D.- Towards Large Scale Cross-Media Retrieval via Modeling Heterogeneous Information and Exploring an Efficient Indexing Scheme.- Robust Place Recognition by Avoiding Confusing Features and Fast Geometric Re-ranking.- Design and Implementation of a Context-Based Media Retrieval System -- Determining Personality Traits from Renren Status UsageBehavior.- A Memory-Efficient KinectFusion Using Octree.- Vision-Based Measurement of Air Temperature Using Smoke as Medium.- Intuitive Volume Eraser.</p> <p>- Accurate Depth-of-Field Rendering Using Adaptive Bilateral Depth Filtering. A Novel Customized Recompression Framework for Massive Internet Images.- Decomposition Equation of Basis Images with Consideration of Global Illumination.- Intrinsic Image Decomposition with Local Smooth Assumption and Global Color Assumption.- A Game-Theoretical Approach to Image Segmentation -- Clothed and Naked Human Shapes Estimation from a Single Image -- Image Colorization with an Affective Word.- Semantic Image Clustering Using Object Relation Network.- Efficient Solid Texture Synthesis Using Gradient Solids.- A Robust Algorithm for Denoising Meshes with High-Resolution Details.- Mesh Segmentation for Parallel Decompression on GPU.- Modeling Residential Urban Areas from Dense Aerial LiDAR Point Clouds.- Constrained Texture Mapping on Subdivision Surfaces.</p> <p>- Similar Region Contrast Based Salient Object Detection.- A Shape Enhancement Technique Based on Multi-channel Salience Measure.</p>

- Multi-scale Salient Feature Extraction on Mesh Models -- Global Contrast of Superpixels Based Salient Region Detection..- Incremental Shared Subspace Learning for Multi-label Classification.- 2D-Line-Drawing-Based 3D Object Recognition -- Graph Regularized ICA for Over-Complete Feature Learning.- Real-Time Recombination Method of Complex 3D Tree Model Information on Visual Perception Preserving.
- Efficient Spherical Parametrization Using Progressive Optimization.
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- Accurate Depth-of-Field Rendering Using Adaptive Bilateral Depth Filtering.

Sommario/riassunto

This book constitutes the refereed proceedings of CVM 2012, the First International Conference on Computational Visual Media, held in Beijing, China, in November 2012. The 33 revised full papers were carefully reviewed and selected from 81 submissions. The papers are organized in topical sections on image processing I and II, geometric processing, saliency, recognition, perception and learning, shape analysis, media retrieval, and capture, rendering and visualization.
