

1. Record Nr.	UNINA9910799221903321
Titolo	Advances in Computer Graphics : 40th Computer Graphics International Conference, CGI 2023, Shanghai, China, August 28 – September 1, 2023, Proceedings, Part IV // edited by Bin Sheng, Lei Bi, Jinman Kim, Nadia Magnenat-Thalmann, Daniel Thalmann
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2024
ISBN	9783031500787 3031500784
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (XII, 404 p. 122 illus., 100 illus. in color.)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14498
Disciplina	005.3
Soggetti	Application software Computer systems Computer networks Data structures (Computer science) Information theory Coding theory Computer science Computer and Information Systems Applications Computer System Implementation Computer Communication Networks Data Structures and Information Theory Coding and Information Theory Theory of Computation Programari d'aplicació Sistemes informàtics Xarxes d'ordinadors Estructures de dades (Informàtica) Teoria de la informació Teoria de la codificació Congressos Llibres electrònics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia

Nota di contenuto

Detection and Recognition -- Image Analysis and Processing; Image Restoration and Enhancement; Image Attention and Perception -- Reconstruction; Rendering and Animation -- Synthesis and Generation -- Visual Analytics and Modeling; Graphics and AR/VR -- Medical Imaging and Robotics -- Theoretical Analysis; Image Analysis and Visualization in Advanced Medical Imaging Technology -- Empowering Novel Geometric Algebra for Graphics and Engineering.

Sommario/riassunto

This 4-volume set of LNCS 14495-14498 constitutes the proceedings of the 40th Computer Graphics International Conference, CGI 2023, held in Shanghai, China, August 28 – September 1, 2023. The 149 papers in this set were carefully reviewed and selected from 385 submissions. They are organized in topical sections as follows: Detection and Recognition; Image Analysis and Processing; Image Restoration and Enhancement; Image Attention and Perception; Reconstruction; Rendering and Animation; Synthesis and Generation; Visual Analytics and Modeling; Graphics and AR/VR; Medical Imaging and Robotics; Theoretical Analysis; Image Analysis and Visualization in Advanced Medical Imaging Technology; Empowering Novel Geometric Algebra for Graphics and Engineering.
