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Autore	Funk Tiffany
Titolo	Video game art reader . version_4.1.2022 / / Editor-in-Chief, Tiffany Funk ; Managing Editor, Michael Reed
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ISBN	9781943208357 1943208352 9781943208418 1943208417
Descrizione fisica	1 electronic resource (98 p.)
Classificazione	ART000000ART046000ART064000
Soggetti	Video games - Design Video games - Social aspects Computer art
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from eBook information screen..
Nota di bibliografia	Includes bibliographical references.
Sommario/riassunto	In computing, overclocking refers to the common practice of increasing the clock rate of a computer to exceed that certified by the manufacturer. The concept is seductive but overclocking may destroy your motherboard or system memory, even irreparably corrupt the hard drive. Volume 4 of the Video Game Art Reader (VGAR) proposes overclocking as a metaphor for how games are produced and experienced today, and the temporal compressions and expansions of the many historical lineages that have shaped game art and culture. Contributors reflect on the many ways in which overclocking can be read as a means of oppression but also a strategy to raise awareness of how inequities have shaped video games.

2. Record Nr.	UNINA9910983308003321
Autore	Leonardis Ales
Titolo	Computer Vision – ECCV 2024 : 18th European Conference, Milan, Italy, September 29–October 4, 2024, Proceedings, Part LXXI // edited by Aleš Leonardis, Elisa Ricci, Stefan Roth, Olga Russakovsky, Torsten Sattler, Gül Varol
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2025
ISBN	9783031732096 303173209X
Edizione	[1st ed. 2025.]
Descrizione fisica	1 online resource (552 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 15129
Altri autori (Persone)	RicciElisa RothStefan RussakovskyOlga SattlerTorsten VarolGül
Disciplina	006.37
Soggetti	Image processing - Digital techniques Computer vision Image processing Computer networks Machine learning Computers, Special purpose User interfaces (Computer systems) Human-computer interaction Computer Imaging, Vision, Pattern Recognition and Graphics Image Processing Computer Communication Networks Machine Learning Special Purpose and Application-Based Systems User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	GLAD: Towards Better Reconstruction with Global and Local Adaptive

Diffusion Models for Unsupervised Anomaly Detection -- MedRAT: Unpaired Medical Report Generation via Auxiliary Tasks -- Are Synthetic Data Useful for Egocentric Hand-Object Interaction Detection? -- PoseEmbroider: Towards a 3D, Visual, Semantic-aware Human Pose Representation -- A Comparative Study of Image Restoration Networks for General Backbone Network Design -- Learned Image Enhancement via Color Naming -- Synthesizing Time-varying BRDFs via Latent Space -- HoloADMM: High-Quality Holographic Complex Field Recovery -- Fundamental Matrix Estimation Using Relative Depths -- Gaussian Splatting on the Move: Blur and Rolling Shutter Compensation for Natural Camera Motion -- MTaDCS: Moving Trace and Feature Density-based Confidence Sample Selection under Label Noise -- Towards Open-World Object-based Anomaly Detection via Self-Supervised Outlier Synthesis -- GroundUp: Rapid Sketch-Based 3D City Massing -- Guide-and-Rescale: Self-Guidance Mechanism for Effective Tuning-Free Real Image Editing -- DataDream: Few-shot Guided Dataset Generation -- LPViT: Low-Power Semi-structured Pruning for Vision Transformers -- CipherDM: Secure Three-Party Inference for Diffusion Model Sampling -- Weighted Ensemble Models Are Strong Continual Learners -- GGRT: Towards Generalizable 3D Gaussians without Pose Priors in Real-Time -- A Unified Image Compression Method for Human Perception and Multiple Vision Tasks -- UniVoxel: Fast Inverse Rendering by Unified Voxelization of Scene Representation -- Audio-visual Generalized Zero-shot Learning the Easy Way -- PartImageNet++ Dataset: Scaling up Part-based Models for Robust Recognition -- Learning Equilibrium Transformation for Gamut Expansion and Color Restoration -- Dyn-Adapter: Towards Disentangled Representation for Efficient Visual Recognition -- Physics-informed Knowledge Transfer for Underwater Monocular Depth Estimation.

Sommario/riassunto

The multi-volume set of LNCS books with volume numbers 15059 up to 15147 constitutes the refereed proceedings of the 18th European Conference on Computer Vision, ECCV 2024, held in Milan, Italy, during September 29–October 4, 2024. The 2387 papers presented in these proceedings were carefully reviewed and selected from a total of 8585 submissions. They deal with topics such as computer vision; machine learning; deep neural networks; reinforcement learning; object recognition; image classification; image processing; object detection; semantic segmentation; human pose estimation; 3d reconstruction; stereo vision; computational photography; neural networks; image coding; image reconstruction; motion estimation.
