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2D and 3D Features with CLIP for Semantic Scene Completion on Point Cloud -- Reinforcement Learning Based Improved Seam Carving Using Special Point and Alpha Value for Optimal Content Preservation.-Shape Descriptor Guided Learning for Category-level Object Pose Estimation -- Network Topology Recognition from Images via Window Detection -- Image Attention and Perception -- Smart Clothing System for Arrhythmia Detection based on Digital Twin Technology -- ALFC-Point: Adaptive Laplacian Feature Convolution Network for 3D Point Cloud Understanding -- An Improved YOLOv8-Based Rice Pest and Disease Detection -- Pedestrian Detection in Foggy Weather Through YOLOv8 based on FEAttention -- The Establishment of a Hypoxia Cellular Morphology Model Based on Deep Convolutional Neural Networks and Intelligent Screening of Anti-Hypoxia Drugs -- Medical Imaging and Robotics -- End-to-End Transformer Architecture with Novel Ensemble Learning Method Integrating CT Scans and Clinical Narratives for Brain Stroke Diagnosis -- TransSG: A Spatial-Temporal Transformer for Surgical Gesture Recognition -- Semi-Mamba: Improving Medical Image Segmentation via Semi-Automatic Mamba Network -- A Real-time Semantic Segmentation Network for Robotic Arm Grasp -- MFENet: Multi-Scale and Local Frequency Enhancement Network for Skin Lesion Classification -- Mixed Reality Hologram Slicer (mxdR-HS): A Markerless Tangible User Interface for Interactive Holographic Medical Volume Visualization -- Edge Enhancement And Dual UNet Fusion Based GAN For Structure Preserving Stain Normalization -- CF-Net: A Hybrid CNN-Random Forest Network for Depression Classification in Brain MRI -- Synthesis and Generation -- Rectified Flow for Efficient Automatic Implant Generation -- Fast Mesh Generation in Multi-layer Lattice Boltzmann Simulation with Moving Boundaries -- Combining Stable Diffusion and Object Detection for Semi-Automatic Environment Decoration -- Efficient Low-polygon Building Model Generation with Opening Detection -- Realistic Image Super-Resolution with Generative Diffusion -- Empowering Novel Geometric Algebra for Graphics & Engineering Workshop -- Pencils of CGA for Voronoi and Power Diagrams -- On Multidimensional Dirac–Hestenes Equation in Geometric Algebra -- On SU(3) in Ternary Clifford Algebra -- GA-Unity: A Production-Ready Unity Package for Seamless Integration of Geometric Algebra in Networked Collaborative Applications -- Generalized Degenerate Clifford and Lipschitz Groups -- Properties of the Geometric Product of Two Oriented Points in Conformal Geometric Algebra.

Sommario/riassunto

The three-volume set LNCS 15338, 15339 and 15340 constitutes the refereed proceedings from the 41st Computer Graphics International Conference, CGI 2024, held during July 1–5, 2024, in Geneva, Switzerland. The 84 full papers presented in these proceedings were carefully reviewed and selected from 211 submissions. The papers are organized in the following topical sections: Part I: Colors, painting and layout; detection and recognition; image analysis and processing; image restoration and enhancement; and visual analytics and modeling. Part II: Graphics and VR/AR; reconstruction; rendering and animation; and theoretical analysis. Part III: Image analysis and visualization; image attention and perception; medical imaging and robotics; synthesis and generation; and empowering novel geometric algebra for graphics & engineering workshop.