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Altri autori (Persone)	KimJinman ShengBin DengZhigang ThalmannDaniel LiPing
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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
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Nota di contenuto	Graphics and VR/AR -- VR Isle Academy: A VR Digital Twin Approach for Robotic Surgical Skill Development -- BoneStory: Visual Storytelling

in 3D Virtual Surgical Planning for Bone Fracture Reduction -- The Significance of Interaction in Determining Learning Outcomes in Serious Games -- A Computational Medical XR Discipline, by George Papagiannakis, Walter Greenleaf -- Physiological Factors based Depression Assessment in Virtual Reality -- Assessing Cognitive Load in Distraction and Task Switching: Implications for Developing Realistic Clinical XR Training -- SPARC: Shared Perspective with Avatar Distortion for Remote Collaboration in VR -- Numerical Coarsening for Tetrahedral Meshes -- Reconstruction -- Towards Finer Human Reconstruction for Single RGB-D Images -- UgrRF: Radiance Field Reconstruction Guided by Low-Resolution Grids -- DeGraRec: 3D Deformable Object Reconstruction using Graph Neural Networks and Depth Estimation -- DUE-MVSNet: Learning Multi-View Stereo Based on Dual Uncertainty Estimation -- GRD: Garment Reconstruction and Draping with Preserved Design Based on 2D Image -- Survey on Multi-Person 3D Reconstruction from Monocular View -- SewPCT: Sewing Pattern Reconstruction from Point Cloud with Transformer -- Rendering and Animation -- Neural Metameric Enhancement for Foveated Rendering -- Expression Fusion to Enhance Video- and Speech-driven 3D Facial Animation -- Real-ESRGAN based EXR Upscale for VFX Pipeline -- Unsupervised Real-time Garment Deformation Prediction Driven by Human Body Pose and Shape -- GPN: Generative Point-based NeRF -- Interactive Ray Tracing of 3D Indoor Scanned Point Clouds -- Theoretical Analysis -- A Manifold Representation of the Key in Vision Transformers -- Mamba-Spike: Enhancing the Mamba Architecture with a Spiking Front-End for Efficient Temporal Data Processing -- PDGC: Properly Disentangle by Gating and Contrasting for Cross-Domain Few-Shot Classification -- Multi-scale Similarity Information Fusion Hashing for Unsupervised Cross-modal Retrieval -- YFLM: An Improved Levenberg-Marquardt Algorithm for Global Bundle Adjustment -- Automated Data Exploration and Analysis.

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.
