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Titolo	Computer Vision and Graphics [[electronic resource]] : International Conference, ICCVG 2014, Warsaw, Poland, September 15-17, 2014, Proceedings // edited by Leszek J. Chmielewski, Ryszard Kozera, Bok-Suk Shin, Konrad Wojciechowski
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Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (XV, 691 p. 382 illus.)
Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 8671
Disciplina	006.37
Soggetti	Artificial intelligence Optical data processing Pattern recognition Algorithms Computer graphics Application software Artificial Intelligence Image Processing and Computer Vision Pattern Recognition Algorithm Analysis and Problem Complexity Computer Graphics Information Systems Applications (incl. Internet)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Combined metrics for color image quality assessment -- Quartic orders and sharpness -- Parallel simulation -- Mandelbrot- and Julia-like rendering -- Time compensation in perceptual experiments -- Fur visualization for computer game engines -- Multiple scattering in cumulus clouds -- Component weight tuning of SSIM image quality assessment measure.
Sommario/riassunto	This book constitutes the refereed proceedings of the International

Conference on Computer Vision and Graphics, ICCVG 2014, held in Warsaw, Poland, in September 2014. The 81 full papers presented were carefully reviewed and selected from various submissions. They cover various important aspects of computer vision and graphics.
