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Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 2492
Disciplina	006.6
Soggetti	Computer simulation Optical data processing Artificial intelligence Computer graphics Pattern recognition Simulation and Modeling Image Processing and Computer Vision Artificial Intelligence Computer Graphics Pattern Recognition
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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Articulated Motion and Deformable Objects AMDO2002 -- Virtual Clay: Haptics-Based Deformable Solids of Arbitrary Topology -- g-HDAF Multiresolution Deformable Models -- Muscle-Driven Motion Simulation Based on Deformable Human Model Constructed from Real Anatomical Slice Data -- Model Acquisition Using Shape-from-Shading -- A Computational Algebraic Topology Model for the Deformation of Curves -- P3DMA: A Physical 3D Deformable Modelling and Animation System -- A Novel Approach to Generate Multiple Shape Models for Tracking Applications -- Real-Time Human Motion Analysis Based on Analysis of Silhouette Contour and Color Blob -- Human Body Model

Acquisition and Motion Capture Using Voxel Data -- 3D Body
Reconstruction for Immersive Interaction -- Wide-Range Tracking
Hands in Real-Time -- Recognition, Tracking, and Reconstruction of
Human Motion -- Tracking the Human Body Using Multiple Predictors
-- Motion Estimation of Articulated Objects from Perspective Views --
Gesture and Posture Estimation by Using Locally Linear Regression --
aSpaces: Action Spaces for Recognition and Synthesis of Human Actions
-- Face Recognition Based on Efficient Facial Scale Estimation --
Eyebrow Movement Analysis over Real-Time Video Sequences for
Synthetic Representation -- Software Laboratory for Physical Based
Human Body Animation -- Computer Visual System Analyzing the
Influence of Stimulants on Human Motion -- Recovering Non-rigid 3D
Shape Using a Plane+Parallax Approach.
