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Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 6133
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Soggetti	User interfaces (Computer systems) Application software Optical data processing Computer simulation Arts User Interfaces and Human Computer Interaction Computer Appl. in Arts and Humanities Computer Imaging, Vision, Pattern Recognition and Graphics Information Systems Applications (incl. Internet) Simulation and Modeling Banff <Alberta, 2010>
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Nota di contenuto	Sketching 1 -- Sketch Based Volumetric Clouds -- Applying Mathematical Sketching to Sketch-Based Physics Tutoring Software -- A Sketch-and-Grow Interface for Botanical Tree Modeling -- Animated Volume Texture Mapping for Complex Scene Generation and Editing -- Physics and Simulation -- A Novel Three-Dimensional Collaborative Online Platform for Bio-molecular Modeling -- The Effects of Finger-Walking in Place (FWIP) for Spatial Knowledge Acquisition in Virtual

Environments -- Interactive Design and Simulation of Net Sculptures -- A Cross-Platform Framework for Physics-Based Collaborative Augmented Reality -- Camera Planning 1 -- Accurately Measuring the Satisfaction of Visual Properties in Virtual Camera Control -- VEX-CMS: A Tool to Design Virtual Exhibitions and Walkthroughs That Integrates Automatic Camera Control Capabilities -- Automatic Speed Graph Generation for Predefined Camera Paths -- Sketching 2 -- Example-Based Automatic Font Generation -- Sketch-Based Interfaces: Exploiting Spatio-temporal Context for Automatic Stroke Grouping -- A Method for Reconstructing Sketched Polyhedral Shapes with Rounds and Fillets -- Pressure-Based 3D Curve Drawing -- Imaging -- An Interactive Design System for Water Flow Stains on Outdoor Images -- Automated Hedcut Illustration Using Isophotes -- Visual Analytics -- Articulate: A Semi-automated Model for Translating Natural Language Queries into Meaningful Visualizations -- Visual Analysis of Time-Motion in Basketball Games -- Event Line View: Interactive Visual Analysis of Irregular Time-Dependent Data -- Camera Planning 2 -- Automatic Blending of Multiple Perspective Views for Aesthetic Composition -- Focus and Context in Mixed Reality by Modulating First Order Salient Features -- An Interactive Interface for Lighting-by-Example -- Art -- Stroking a Cymbidium -- WAVO: An Interactive Ball to Express Light Waves with Wave Equation -- OverWatch: Real-Time Narrative Visuals from Live Performance -- Sticking Point -- Phantasmagoria: Composing Interactive Content for the humanaquarium -- Self Portraits with Mandelbrot Genetics -- Art 101: Learning to Draw through Sketch Recognition -- ColourVision—Controlling Light Patterns through Postures -- Interaction with a Virtual Character through Performance Based Animation.
