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Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 9756
Disciplina	006.6
Soggetti	Artificial intelligence Optical data processing Computer graphics User interfaces (Computer systems) Algorithms Pattern recognition Artificial Intelligence Image Processing and Computer Vision Computer Graphics User Interfaces and Human Computer Interaction Algorithm Analysis and Problem Complexity Pattern Recognition
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Advanced computer graphics and immersive videogames -- Human modeling and animation -- Human motion analysis and tracking -- 3D human reconstruction and recognition -- Multimodal user interaction and applications -- Ubiquitous and social computing -- Design tools -- Input technology -- Programming user interfaces -- 3D medical deformable models and visualization -- Deep learning methods for computer vision and graphics -- Multibiometric.

Sommario/riassunto

This book constitutes the refereed proceedings of the 9th International Conference on Articulated Motion and Deformable Objects, AMDO 2016, held in Palma de Mallorca, Spain, in July 2016. The 20 papers presented were carefully reviewed and selected from 34 submissions. The conference dealt with the following topics: advanced computer graphics and immersive videogames; human modeling and animation; human motion analysis and tracking; 3D human reconstruction and recognition; multimodal user interaction and applications; ubiquitous and social computing; design tools; input technology; programming user interfaces; 3D medical deformable models and visualization; deep learning methods for computer vision and graphics; multibiometric.