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Nota di contenuto	Report on the 1996 international workshop on object representation in computer vision -- From an intensity image to 3-D segmented descriptions -- Recovering Generalized Cylinders by monocular vision -- Combinatorial geometry for shape representation and indexing -- Representing objects using topology -- Curvature based signatures for object description and recognition -- On 3D shape synthesis -- Shape constancy in pictorial relief -- Dimensionality of illumination manifolds in appearance matching -- Learning object representations from lighting variations -- Learning appearance models for object recognition -- An image oriented CAD approach -- An experimental comparison of appearance and geometric model based recognition -- Virtualized reality: Being mobile in a visual scene -- Generic shape

learning and recognition -- A hybrid approach to 3D representation -- Finding pictures of objects in large collections of images -- Beyond the Hough transform: Further properties of the R? mapping and their applications -- Non-Euclidean object representations for calibration-free video overlay.

Sommario/riassunto

This book constitutes the strictly refereed post-workshop proceedings of the second International Workshop on Object Representation in Computer Vision, held in conjunction with ECCV '96 in Cambridge, UK, in April 1996. The 15 revised full papers contained in the book were selected from 45 submissions for presentation at the workshop. Also included are three invited contributions based on the talks by Takeo Kanade, Jan Koenderink, and Ram Nevatia as well as a workshop report by the volume editors summarizing several panel discussions and the general state of the art in the area.
