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   Soggetti   Optical data processing
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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.