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Titolo	Computer Vision in Human-Computer Interaction [[electronic resource]] : ECCV 2006 Workshop on HCI, Graz, Austria, May 13, 2006, Proceedings / / edited by Thomas S. Huang, Nicu Sebe, Michael S. Lew, Vladimir Pavlovic, Mathias Kölsch, Aphrodite Galata, Branislav Kisacanin
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Collana	Image Processing, Computer Vision, Pattern Recognition, and Graphics ; ; 3979
Disciplina	004/.019
Soggetti	Optical data processing Pattern recognition Computer graphics User interfaces (Computer systems) Image Processing and Computer Vision Pattern Recognition Computer Graphics User Interfaces and Human Computer Interaction
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"The present volume represents the proceedings of the HCI 2006 Workshop that was held in conjunction with ECCV 2006 (European Conference on Computer Vision)"--Pref.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Computer Vision in Human-Computer Interaction -- Robust Face Alignment Based on Hierarchical Classifier Network -- EigenExpress Approach in Recognition of Facial Expression Using GPU -- Face Representation Method Using Pixel-to-Vertex Map (PVM) for 3D Model Based Face Recognition -- Robust Head Tracking with Particles Based on Multiple Cues Fusion -- Vision-Based Interpretation of Hand Gestures for Remote Control of a Computer Mouse -- Computing Emotion Awareness Through Facial Electromyography -- Silhouette-Based Method for Object Classification and Human Action Recognition in Video -- Voice Activity Detection Using Wavelet-Based

Multiresolution Spectrum and Support Vector Machines and Audio Mixing Algorithm -- Action Recognition in Broadcast Tennis Video Using Optical Flow and Support Vector Machine -- FaceMouse: A Human-Computer Interface for Tetraplegic People -- Object Retrieval by Query with Sensibility Based on the KANSEI-Vocabulary Scale.

Sommario/riassunto

The interests and goals of HCI (human–computer interaction) include understanding, designing, building, and evaluating complex interactive systems - involving many people and technologies. Developments in software and hardware technologies are continuously driving applications in supporting our collaborative and communicative needs as social beings, both at work and at play. At the same time, similar developments are pushing the human–computer interface beyond the desktop and into our pockets, streets, and buildings. Developments in mobile, wearable, and pervasive communications and computing technologies provide exciting challenges and opportunities for HCI. This volume presents the proceedings of the HCI 2006 Workshop, held in conjunction with ECCV 2006 (European Conference on Computer Vision) in Graz, Austria. The goal of this workshop was to bring together researchers from the field of computer vision whose work is related to human–computer interaction. The 11 papers presented in this volume were carefully reviewed and selected from 27 submissions. They address a wide range of theoretical and application issues in human–computer interaction. There were four thematic sessions named: face analysis; gesture and emotion recognition; event detection; and applications. .