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Nota di contenuto	Intro -- Editorial -- Transactions on Edutainment -- Contents -- Object Reconstruction and Management -- 3D Objects Feature Extraction and Its Applications: A Survey -- Abstract -- 1 Introduction -- 2 3D Object Feature Extraction Technologies -- 2.1 Context Distributed -- 2.2 Image Projected -- 2.3 Skeleton -- 3 The Applications of 3D Object Feature -- 3.1 3D CAD Models Matching -- 3.2 Non-rigid 3D Object Retrieval -- 3.3 3D Objects Deformation -- 4 Conclusion -- References -- Detection and Segmentation of Moving Objects from Dynamic RGB and Depth Images -- Abstract -- 1 Introduction -- 2 Overview -- 3 Assignment of 3D Flow Vectors to 3D

Flowsets -- 4 Initial Dense Object Segmentation -- 5 The Expansion of Initial Object's Area -- 6 Experimental Result -- 7 Conclusion -- References -- A Method for the 3D Reconstruction Based on Edge Detection and Feature Extraction -- Abstract -- 1 Introduction -- 2 Stereo Matching and 3D Reconstruction -- 2.1 Select the Size of Matching Template -- 2.2 Choose Similar Measure -- 2.3 The Stereo Matching of Cylindrical Projection -- 2.4 The Corresponding Points Matched in Perspective Projection -- 2.5 Consistency Check -- 3 Experiment Results -- 4 Conclusion -- References -- 3D Reconstruction Based on Model Registration Using RANSAC-ICP Algorithm -- Abstract -- 1 Introduction -- 2 Model Registration -- 2.1 Rigid Transformation Matrix -- 2.2 Acquisition of Corresponding Points -- 2.3 Rigid Transformation Matrix -- 3 CTF Registration Strategy Based on RANSAC-ICP Algorithm -- 4 Result Analysis -- 5 Conclusion -- References -- A Method of License Character Recognition Based on Fast Nearest Feature Line -- Abstract -- 1 Introduction -- 2 Color Clustering Algorithm and Mathematical Morphology Filtering -- 2.1 Munsell Color-Space and NBS Distance -- 2.2 The Space Conversion from RGB Color-Space to HLC Color-Space.
2.3 Color Clustering Algorithm -- 2.4 Mathematical Morphology Filtering -- 3 KNFL Algorithm -- 4 Feature Extraction of Character Module -- 5 Experiments -- 6 Conclusion -- References -- Research of Task Allocation Strategy for Moving Image Matching Based on Multi-agent -- Abstract -- 1 Introduction -- 2 About Genetic Algorithm and Simulated Annealing -- 3 Task Allocation Algorithm Based on Genetic Algorithm and Simulated Annealing Algorithm -- 3.1 Introduction to the Algorithm -- 3.2 Algorithm Description and Analysis -- 3.2.1 Initialization -- Randomly Generate a Task Allocation Matrix Set -- Description and Determine the Initial Task Allocation Scheme Set -- Set the Initial Temperature of the Simulated Annealing Algorithm Temp0 and Convergence Rate alpha -- 3.2.2 Loops -- Mating -- Variation -- Duplication -- Selection -- 4 Conclusion -- References -- Extracting the Foreground from Video Based on a New Sampling Method -- Abstract -- 1 Introduction -- 2 Related Work -- 3 Sampling from Neighbor Frames -- 3.1 Local Transformation -- 4 Sampling the Foreground and Background Pairs -- 4.1 Alpha Matte Refinement -- 5 Experiment Results -- 6 Conclusion -- Acknowledgements -- References -- Graphics -- Specifying Efficient Recognizers for Sketch-Based Rendering -- Abstract -- 1 Introduction -- 2 Sketch Recognition -- 3 Methods for Stroke Classification -- 3.1 Least Squares Method -- 3.2 K-Means Method -- 3.3 Expectation-Maximization Method -- 3.4 Classifier Comparison -- 4 Results -- 5 Conclusions -- References -- A Method of Human Facial Portrait Generation Based on Features Exaggeration -- Abstract -- 1 Introduction -- 2 Research Status -- 3 Features Exaggerated of Face Portrait Caricature -- 3.1 Face Feature Definition -- 3.2 Standard Face Model -- 3.3 Exaggerated Feature's Selection and Constraint -- 4 Facial Comic Drawing Based on the Image Warping.
4.1 Thin-Plate Spline Deformation Technology -- 4.2 The Synthesis of Man Face Portrait and Comics -- 5 Experiment and Discussion -- 6 Summary and Expectation -- Acknowledgments -- References -- An Improved Texture Synthesis Algorithm -- Abstract -- 1 Introduction -- 2 Synthesis Algorithm Based on Line -- 2.1 Image Quilting Algorithm -- 2.2 Improved Algorithm Principle -- 2.3 The Upgrade Rate of Synthesis Speed Analysis -- 2.4 The Search for the Best Horizontal Sew Line -- 3 Parallel Traversal of the Candidate Synthesis Texture Patch -- 4 Experimental Result Contrast and Analysis -- 4.1 The Experiments of the Synthesis Speed -- 4.2 Experiments of Synthesis Effect -- 4.3 The

Results of the Parallel Calculation -- 5 Conclusions -- Acknowledgements -- References -- Interactive Plant Modeling Based on Freehand Sketches -- Abstract -- 1 Introduction -- 2 Related Work -- 2.1 Rule-Based Methods -- 2.2 Image-Based Methods -- 2.3 Point Data-Based Methods -- 3 Overview of the System -- 4 Construction of an Initial 2D Sketch -- 5 Transformation of the 2D Sketch into a 3D Model -- 5.1 Pre-processing the 2D Sketch -- 5.2 The Branch System Generation -- 5.3 The Whole Structure Generation -- 5.4 The Leaves Generation -- 5.5 The Texture Mapping -- 6 Result -- 7 Conclusions and Future Work -- Acknowledgments -- References -- Determining Knots by Minimizing the Second Derivative -- Abstract -- 1 Introduction -- 2 Basic Idea -- 3 Determining si -- 4 Merging Local Knots Sequences -- 5 Experiments -- 6 Conclusion -- References -- VR/AR -- Application of Mobile AR in E-learning: An Overview -- Abstract -- 1 Introduction -- 2 The Early Application of AR -- 3 The Principle of Mobile AR Technology -- 4 The Present Application of Mobile AR -- 5 The Present Application of Mobile AR in E-Learning -- 5.1 Teaching and Training -- 5.2 Teaching Aid -- 5.3 Teaching Simulation.
5.4 Education Game -- 5.5 Information Retrieve and Navigation -- 5.6 Content Created and Display -- 5.7 Cooperate Supporting -- 5.8 Equipment Maintenance and Inspection -- 5.9 AR E-book -- 6 Application Prospect of Mobile AR Technology in E-Learning -- 6.1 New Understanding Method Between Teachers and Students -- 6.2 Visual Textbook -- 6.3 Virtual Laboratory -- 6.4 Experiment Equipment Maintenance -- 6.5 Watch Course Video of Superimposing Information -- 6.6 The Platform of Virtual Reality and the Communication -- 7 Problems of Mobile AR Technology -- 7.1 Mobile Performance Need to be Improved -- 7.2 Network Performance and Environment Need to be Improved -- 8 Conclusions -- References -- The Study of Mapping Mechanism Between Game Rules and Knowledge in Educational Games: A Case of Agri ... -- Abstract -- 1 Introduction -- 2 Game Classification -- 3 General-Element Model of Game and Formal Representation -- 3.1 General-Element Model of Game -- 3.2 Rules of Game -- 3.3 Representation of Rules -- 4 Classification of Knowledge in Games -- 5 Relation Between Knowledge and Game and Formal Representation -- 5.1 Relation Between Knowledge and Game Elements -- 5.2 Formal Representation of Knowledge in Game -- 6 Application in Design of an Agricultural Game: Virtual Farm -- 7 Conclusion -- References -- How Can Chinese Teachers Use Multimedia Material in EFL Teaching -- Abstract -- 1 Introduction -- 2 Overview of the Related Works -- 2.1 Schema Theory -- 2.2 Comprehensible Input -- 3 Strategies for Using Video Material in EFL Classrooms -- 3.1 Choosing Material -- 3.2 How to Introduce Video into Classrooms -- 3.3 Examples of Classroom Activities by Video -- 3.3.1 Previewing Activities -- 3.3.2 Viewing -- 3.3.3 Post-viewing -- 4 Conclusion -- References -- An Interactive Construction Method of 3D Objects from Chinese Ink Paintings -- Abstract.
1 Introduction -- 1.1 Related Work -- 2 Geometry Model Construction of 3D Stroke -- 2.1 Brush Stroke Decomposition -- 2.2 Surface Mesh of 2D Stroke -- 2.3 Skinned Mesh of 3D Stroke -- 2.4 Animation Set -- 3 Experimental Results -- 4 Conclusion -- References -- A Generation Method of Chinese Meticulous Painting Based on Image -- Abstract -- 1 Introduction -- 2 Methodology -- 2.1 Line-Drawing Draft -- 2.2 Ink-Dyeing Draft -- 2.3 Color Draft -- 2.4 Rice Paper -- 3 Experimental Results and Analysis -- 4 Conclusion -- Acknowledgements -- References -- A New Mode of Protection and Inheritance Based on Xinjiang Traditional Folk Arts Pattern -- Abstract -- 1 Introduction -- 2

Related Work -- 3 New Mode of Protection and Inheritance Based on Motif Gene -- 3.1 Pattern Gene -- 3.2 Classification of Motif Genes -- 3.3 Pattern Gene Acquisition -- 4 System Structure Based on Genetic Model -- 5 Genetic Model of the Protection and Inheritance Pattern -- 6 Conclusion -- References -- Applications -- The Export of Hangzhou's Cultural and Creative Products (Services) and Its Development Overseas -- Abstract -- 1 Introduction -- 2 Status Quo of the Development of Hangzhou's Cultural and Creative Industries -- 2.1 Overview of Cultural and Creative Industries in Hangzhou -- 2.2 Status Quo of Cultural and Creative Enterprises in Hangzhou -- 2.2.1 Scale of Cultural and Creative Enterprises in Hangzhou -- 2.2.2 Types of Registration of Cultural and Creative Enterprises -- 2.2.3 Share-Controlling of the Enterprises -- 2.2.4 Brand Strengths of Hangzhou's Cultural and Creative Industries in China -- 3 Export of Hangzhou's Cultural and Creative Products (Services) as Well as the Development Overseas -- 3.1 Categories of Exported Cultural and Creative Products (Services) -- 3.1.1 Major Forms of Export of Cultural and Creative Products (Services).
3.1.2 Influence of Overseas Powerful Cultures on Export of Cultural and Creative Products (Services).

Sommario/riassunto

This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. The 24 papers presented in this 11th issue were organized in four parts dealing with: object reconstruction and management; graphics; VR/AR; and applications.