

1. Record Nr.	UNISA996466124703316
Titolo	Smart Grapics [[electronic resource] ] : Third International Symposium, SG 2003, Heidelberg, Germany, July2-4, 2003, Proceedings // edited by Andreas Butz, Antonio Krüger, Patrick Olivier
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2003
ISBN	3-540-37620-8 1-4175-0115-4
Edizione	[1st ed. 2003.]
Descrizione fisica	1 online resource (IX, 243 p.)
Collana	Lecture Notes in Computer Science, , 0302-9743 ; ; 2733
Disciplina	006.6
Soggetti	Computer graphics User interfaces (Computer systems) Artificial intelligence Natural language processing (Computer science) Optical data processing Computer Graphics Science, Humanities and Social Sciences, multidisciplinary User Interfaces and Human Computer Interaction Artificial Intelligence Natural Language Processing (NLP) Image Processing and Computer Vision
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Graphical Interaction -- Illustrative Interfaces: Building Special-Purpose Interfaces with Art Techniques and Brain Science Findings -- The Effect of Motion in Graphical User Interfaces -- Pointing and Visual Feedback for Spatial Interaction in Large-Screen Display Environments -- Freeform User Interfaces for Graphical Computing -- A Sketching Interface for Modeling the Internal Structures of 3D Shapes -- Smart Sketch System for 3D Reconstruction Based Modeling -- Intregated System and Methodology for Supporting Textile and Tile Pattern Design -- Visualization Techniques -- Smart 3d Visualizations in Clinical

Applications -- Shadows with a Message -- Dynamic Glyphs —  
Depicting Dynamics in Images of 3D Scenes -- A New Approach to the  
Interactive Resolution of Configuration Problems in Virtual  
Environments -- Virtual Characters -- Building Smart Embodied Virtual  
Characters -- Let's Run for It!: Conspecific Emotional Flocking  
Triggered via Virtual Pheromones -- A Perception and Selective  
Attention System for Synthetic Creatures -- Intelligent Virtual Actors  
That Plan ... to Fail -- Extracting Emotion from Speech: Towards  
Emotional Speech-Driven Facial Animations -- Camera Planning -- A  
Constraint-Based Approach to Camera Path Planning -- Declarative  
Camera Planning Roles and Requirements -- Automatic Video  
Composition -- Poster Presentations -- Beyond Encoding: It Has Got to  
Move -- 3D Graphics Adaptation System on the Basis of MPEG-21 DIA  
-- Analogical Representation and Graph Comprehension --  
Optimization Strategies for a Scalable Avatar -- Physical Animation and  
Control of Simulated Creatures -- A Contribution to the Theory and  
Practice of Cognitive Prostheses -- Exporting Vector Muscles for Facial  
Animation.

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### Sommario/riassunto

The International Symposium on Smart Graphics 2003 was held on July 2–4, 2003 in Heidelberg, Germany. It was the fourth event in a series that started in 1999 as an AAAI Spring Symposium. In response to the overwhelming success of the 1999 symposium, its organizers decided to turn it into a self-contained event in 2000. With the support of IBM, the first two International Symposia on Smart Graphics were held at the T. J. Watson Research Center in Hawthorne, NY. The 2003 symposium was supported by the Klaus Tschira Foundation and moved to the European Media Lab in Heidelberg, thus underlining the international character of the Smart Graphics enterprise and its community. The core idea behind these symposia is to bring together researchers and practitioners from the field of computer graphics, artificial intelligence, cognitive psychology, and the art. Each of these disciplines contributes to what we mean by the term “Smart Graphics”: the intelligent process of creating expressive and esthetic graphical presentations. While artists and designers have been creating communicative graphics for centuries, artificial intelligence focuses on automating this process by means of the computer. While computer graphics provides the tools for creating graphical presentations in the first place, cognitive sciences contribute the rules and models of perception necessary for the design of effective graphics. The exchange of ideas between these four disciplines has led to many exciting and fruitful discussions, and the Smart Graphics Symposia draw their liveliness from a spirit of open minds and the willingness to learn from and share with other disciplines.

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