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|    | Titolo                  | Computer Vision – ECCV 2018 [[electronic resource]]: 15th European Conference, Munich, Germany, September 8-14, 2018, Proceedings, Part XVI // edited by Vittorio Ferrari, Martial Hebert, Cristian Sminchisescu, Yair Weiss  |
|    | Pubbl/distr/stampa      | Cham:,: Springer International Publishing:,:Imprint: Springer,,<br>2018   |
|    | ISBN                    | 3-030-01270-0   |
|    | Edizione                | [1st ed. 2018.]   |
|    | Descrizione fisica      | 1 online resource (XXXI, 871 p. 339 illus.)   |
|    | Collana                 | Image Processing, Computer Vision, Pattern Recognition, and Graphics;   |
|    | Disciplina              | 006.37  |
|    | Soggetti                | Optical data processing   |
|    |                         | Computer graphics   |
|    |                         | Artificial intelligence   |
|    |                         | Special purpose computers   |
|    |                         | Computer communication systems  |
|    |                         | Image Processing and Computer Vision Computer Graphics  |
|    |                         | Artificial Intelligence   |
|    |                         | Special Purpose and Application-Based Systems   |
|    |                         | Computer Communication Networks   |
|    | Lingua di pubblicazione | Inglese   |
|    | Formato                 | Materiale a stampa  |
|    | Livello bibliografico   | Monografia  |
|    | Nota di contenuto       | Learning for vision Computational photography Human analysis Human sensing Stereo and reconstruction Optimization Matching and recognition Video attention Poster sessions.   |
|    | Sommario/riassunto      | The sixteen-volume set comprising the LNCS volumes 11205-11220 constitutes the refereed proceedings of the 15th European Conference on Computer Vision, ECCV 2018, held in Munich, Germany, in September 2018. The 776 revised papers presented were carefully reviewed and selected from 2439 submissions. The papers are organized in topical sections on learning for vision; computational photography; human analysis; human sensing; stereo and |

reconstruction; optimization; matching and recognition; video attention; and poster sessions.