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Nota di contenuto	Intro -- Preface -- Organization -- Keynote Talks -- Towards Scaling Up GANs -- Sensible Machine Learning for Geometry -- Designing Augmented Reality for the Future of Work -- The Future of Visual Computing via Foundation Models (Banquet Keynote Talk) -- 3D Reconstruction: Leveraging Synthetic Data for Lightweight Reconstruction -- Human-AI Interaction in Visual Analytics: Designing for the "Two Black Boxes" Problem -- Contents - Part II -- Contents - Part I -- ST: Neuro-inspired Artificial Intelligence -- Brain Shape Correspondence Analysis Using Functional Maps -- 1 Introduction -- 2 Materials and Methods -- 2.1 Database -- 2.2 Methodology -- 3 Results -- 3.1 First Experiment -- 3.2 Second Experiment -- 3.3 Third Experiment -- 4 Conclusions -- References -- Biomimetic Oculomotor Control with Spiking Neural Networks -- 1 Introduction -- 2 Related Work -- 3 Eye Model and Neuromuscular Oculomotor Controller -- 4 Spiking Neurons -- 4.1 Encoding the Input Signals -- 4.2 Outputs -- 5 The SLiNet Model -- 5.1 Architecture -- 5.2 Training -- 6 Experiments -- 6.1 Eye Movements -- 6.2 Comparison to Human Eye Movements -- 7 Conclusions -- References -- Border Ownership, Category Selectivity and Beyond -- 1 Introduction -- 2 Implementation -- 2.1 Border-Ownership Coding Method -- 2.2 Category-Selective Coding Method -- 2.3 TcNet -- 3 Results -- 3.1 Datasets -- 3.2 Statistic Evaluation Criteria -- 4 Discussion -- 4.1 T-Junctions and Other 'KEY' Points --

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