

<<关节运动与可变形物体>>

图书基本信息

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内容概要

This book constitutes the refereed proceedings of the 4th International Conference on Articulated Motion and Deformable Objects, AMDO 2006, held in Port d'Andratx, Mallorca, Spain, in July 2006. The 53 revised full papers presented were carefully reviewed and selected from 81 submissions. Among the topics addressed are geometric and physical deformable models, motion analysis, articulated models and animation, modelling and visualisation of deformable models, deformable models applications, motion analysis applications, single or multiple human motion analysis and synthesis, face modelling, tracking, recovering and recognition models, virtual and augmented reality, haptics devices, and biometrics techniques.

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书籍目录

Articulated Motion and Deformable Objects AMDO-e 2006 A Study on Human Gaze Detection Based on 3D Eye Model Robust Fake Iris Detection A Study on Fast Iris Restoration Based on Focus Checking A Spatio-temporal Metric for Dynamic Mesh Comparison Facetoface: An Isometric Model for Facial Animation Matching Two-Dimensional Articulated Shapes Using Generalized Multidimensional Scaling Further Developments in Geometrical Algorithms for Ear Biometrics Composition of Complex Motion Models from Elementary Human Motions Acquisition of Articulated Human Body Models Using Multiple Cameras Recovering Articulated Non-rigid Shapes, Motions and Kinematic Chains from Video 3D Shaoe Reconstruction of Trunk Swaying Human Body Segments Combined Head, Lips, Eyebrows, and Eyelids Tracking Using Adaptive Appearance Models Mobile Path and Spin 3D Tracking and Reconstruction Generalized SCODEF Deformations on Subdivision Surfaces Viewpoint Insensitive Posture Representation for Action Recognition Ballistic Hand Movements Collision Detection Trough Deconstruction of Articulated Objects Probabilistic Spatio-temporal 2D-Model for Pedestrian Motion Analysis in Monocular Sequences Predicting 3D People from 2D Pictures Certain Object Segmentation Based on AdaBoost Learning and Nodes Aggregation Iterative Graph-Cuts Learning Deformations of Human Arm Movement to Adapt to Environmental Constraints Three-Dimensional Mapping from Stereo Images with Geometrical Rectification Transferring a Labeled Generic Rig to Animate Face Models Virtual Characters as Emotional Interaction Element in the User InterfacesAuthor Index

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