

Head Tracking 3d

Hong Zhang,Y. Daniel Liang

The Headlong Career and Woeful Ending of Precocious Piggy ,1900*

Head Tracking for 3D Audio Using a GPS-aided MEMS IMU Jacques M. Joffrion,2005

Head Tracking for Using a GPS-Aided 3D Audio MEMS IMU. ,2006 Spatial orientation plays a critical role in aviation, especially under conditions of instrument flight rules. The ability to detect the direction of an aircraft's heading, the ground, an airfield, and approaching aircraft is particularly challenging at night or in stormy weather. This article describes ongoing work to develop a GPS/IMU-based head tracking system to provide 3D audio cues that can help pilots orient themselves in adverse circumstances.

Fast, Reliable Head Tracking Under Varying Illumination ,1999 An improved technique for 3D head tracking under varying illumination conditions is proposed. The head is modeled as a texture mapped cylinder. Tracking is formulated as an image registration problem in the cylinder's texture map image. To solve the registration problem in the presence of lighting variation and head motion, the residual error of registration is modeled as a linear combination of texture warping templates and orthogonal illumination templates. Fast and stable on-line tracking is then achieved via regularized, weighted least squares minimization of the registration error. The regularization term tends to limit potential ambiguities that arise in the warping and illumination templates. Tracking does not require a precise initial fit of the model; the system is initialized automatically using a simple 2D face detector. The only assumption is that the target is facing the camera in the first frame of the sequence. Experiments in the tracking are reported.

Head Tracking Via Robust Registration in Texture Map Images ,1998 A novel method for 3D head tracking in the presence of large head rotations and facial expression changes is described. Tracking is formulated in terms of color image registration in the texture map of a 3D surface model. Model appearance is recursively updated via image mosaicking in the texture map as the head orientation varies. The resulting dynamic texture map provides a stabilized view of the face that can be used as input to many existing 2D techniques for face recognition, facial expressions analysis, lip reading, and eye tracking. Parameters are estimated via a robust minimization procedure; this provides robustness to occlusions, wrinkles, shadows, and specular highlights. The system was tested on a variety of sequences taken with low quality, uncalibrated video cameras. Experimental results are reported.

Computer Vision Richard Szeliski,2010-09-30 Computer Vision: Algorithms and Applications explores the variety of techniques commonly used to analyze and interpret images. It also describes challenging real-world applications where vision is being successfully used, both for specialized applications such as medical imaging, and for fun, consumer-level tasks such as image editing and stitching, which students can apply to their own personal photos and videos. More than just a source of “recipes,” this exceptionally authoritative and comprehensive textbook/reference also takes a scientific approach to basic vision problems, formulating physical models of the imaging process before inverting them to produce descriptions of a scene. These problems are also analyzed using statistical models and solved using rigorous engineering techniques. Topics and features: structured to support active curricula and project-oriented courses, with tips in the Introduction for using the book in a variety of customized courses; presents exercises at the end of each chapter with a heavy emphasis on testing algorithms and containing numerous suggestions for small mid-term projects; provides additional material and more detailed mathematical topics in the Appendices, which cover linear algebra, numerical techniques, and Bayesian estimation theory; suggests additional reading at the end of each chapter, including the latest research in each sub-field, in addition to a full Bibliography at the end of the book; supplies supplementary course material for students at the associated website, <http://szeliski.org/Book/>. Suitable for an upper-level undergraduate or graduate-level course in computer science or engineering, this textbook focuses on basic techniques that work under real-world conditions and encourages students to push their creative boundaries. Its design and exposition also make it eminently suitable as a unique reference to the fundamental techniques and current research literature in computer vision.

Monocular Model-based 3D Tracking of Rigid Objects Vincent Lepetit,Pascal Fua,2005 Monocular Model-Based 3D Tracking of Rigid Objects reviews the different techniques and approaches that have been developed by industry and research.

Advances in Simulation and Digital Human Modeling Daniel N Cassenti,Sofia Scataglini,Sudhakar L. Rajulu,Julia L. Wright,2020-06-27 This book presents the latest advances in modeling and simulation for human factors research. It reports on cutting-edge simulators such as virtual and augmented reality, multisensory environments, and modeling and simulation methods used in various applications, including surgery, military operations, occupational safety, sports training, education, transportation and robotics. Based on two AHFE 2020 Virtual Conferences such as the AHFE 2020 Virtual Conference on Human Factors and Simulation and the AHFE 2020 Virtual Conference on Digital Human Modeling and Applied Optimization, held on July 16–20, 2020, the book serves as a timely reference guide for researchers and practitioners developing new modeling and simulation tools for analyzing or improving human performance. It also offers a unique resource for modelers seeking insights into human factors research and more feasible and reliable computational tools to foster advances in this exciting field.

3D Visual Communications Guan-Ming Su,Yu-chi Lai,Andres Kwasinski,Haohong Wang,2012-12-12 Provides coverage of the major theories and technologies involved in the lifecycle of 3D video content delivery Presenting the technologies used in end-to-end 3D video communication systems, this reference covers 3D graphics and video coding, content creation and display, and communications and networking. It covers the full range of key areas from the fundamentals of 3D visual representation to the latest 3D video coding techniques, relevant communication infrastructure and networks to the 3D quality of experience. The book is structured to logically lead readers through the topic, starting with generic and fundamental information, continuing with a detailed section of different visualisation techniques before concluding with an extensive view of 3D mobile communication systems and trends. The authors give most focus to four important areas: 3D video coding and communications; 3D graphics/gaming and mobile communications; end-to-end 3D ecosystem (including 3D display, 3D player, networking facility and 3D quality issues), and future communications and networks advances for emerging 3D experience. Presents the theory and key concepts behind the latest 3D visual coding framework, standards, and corresponding quality assessment Provides fundamental material which forms the basis for future research on enhancing the performance of 3D visual communications over current and future wireless networks Covers important topics including: 3D video coding and communications; 3D graphics/gaming and mobile communications; end-to-end 3D ecosystem; and future communications and networks advances for emerging 3D experience Essential reading for engineers involved in the research, design and development of 3D visual coding and 3D visual transmission systems and technologies, as well as academic and industrial researchers.

3D User Interfaces Joseph J. LaViola Jr.,Ernst Kruijff,Ryan P. McMahan,Doug Bowman,Ivan P. Poupyrev,2017-04-07 The Complete, Up-To-Date Guide to Building Great 3D User Interfaces for Any Application 3D interaction is suddenly everywhere. But simply using 3D input or displays isn’t enough: 3D interfaces must be carefully designed for optimal user experience. 3D User Interfaces: Theory and Practice, Second Edition is today’s most comprehensive primary reference to building state-of-the-art 3D user interfaces and interactions. Five pioneering researchers and practitioners cover the full spectrum of emerging applications, techniques, and best practices. The authors combine theoretical foundations, analysis of leading devices, and empirically validated design guidelines. This edition adds two new chapters on human factors and general human-computer interaction—indispensable foundational knowledge for building any 3D user interface. It also demonstrates advanced concepts at work through two running case studies: a first-person VR game and a mobile augmented reality application. Coverage Includes 3D user interfaces: evolution, elements, and roadmaps Key applications: virtual and augmented reality (VR, AR), mobile/wearable devices What 3D UI designers should know about human sensory systems and cognition ergonomics How proven human-computer interaction techniques apply to 3D UIs 3D UI output hardware for visual, auditory, and haptic/ tactile systems Obtaining 3D

position, orientation, and motion data for users in physical space 3D object selection and manipulation Navigation and wayfinding techniques for moving through virtual and physical spaces Changing application state with system control techniques, issuing commands, and enabling other forms of user input Strategies for choosing, developing, and evaluating 3D user interfaces Utilizing 2D, “magic,” “natural,” multimodal, and two-handed interaction The future of 3D user interfaces: open research problems and emerging technologies

Advances in Biometrics Seong-Whan Lee,2007-08-14 This book constitutes the refereed proceedings of the International Conference on Biometrics, ICB 2007, held in Seoul, Korea, August 2007. Biometric criteria covered by the papers are assigned to face, fingerprint, iris, speech and signature, biometric fusion and performance evaluation, gait, keystrokes, and others. In addition, the volume also announces the results of the Face Authentication Competition, FAC 2006.

Image Analysis and Recognition Mohamed Kamel,Aur lio Campilho,2007-08-30 The refereed proceedings of the 4th International Conference on Image Analysis and Recognition are featured in this volume. Seventy-one full papers are presented along with forty-four poster papers. These papers cover image restoration and enhancement, image and video processing and analysis, image segmentation, computer vision, pattern recognition for image analysis, shape and matching, motion analysis, tracking, and more.

Advances in Computer Graphics and Computer Vision Jos  Braz,Alpesh Ranchordas,Helder Ara jo,Joaquim Jorge,2007-11-14 This book includes selected papers of the VISAPP and GRAPP International Conferences 2006, held in Funchal, Madeira, Portugal, February 25-28, 2006. The 27 revised full papers presented were carefully reviewed and selected from 314 submissions. The topics include geometry and modeling, rendering, animation and simulation, interactive environments, image formation and processing, image analysis, image understanding, motion, tracking and stereo vision.

Computer Graphics Using Java 2D and 3D Hong Zhang,Y. Daniel Liang,2007 This Java based graphics text introduces advanced graphic features to a student audience mostly trained in the Java language. Its accessible approach and in-depth coverage features the high-level Java 2D and Java 3D APIs, offering a presentation of 2D and 3D graphics without compromising the fundamentals of the subject.

Designing Immersive Video Games Using 3DUI Technologies Arun K. Kulshreshth,Joseph J. LaViola Jr.,2018-05-29 A 3D user interface (3DUI) is an interface in which the user performs tasks in three dimensions. For example, interactions using hand/body gestures, interaction using a motion controller (e.g. Sony PlayStation Move), interaction with virtual reality devices using tracked motion controllers, etc. All these technologies which let a user interact in three dimensions are called 3D user interface technologies. These 3D user interfaces have the potential to make games more immersive & engaging and thus potentially provide a better user experience to gamers. Although 3D user interface technologies are available for games, it is unclear how their usage affects game play and if there are any user performance benefits. This book presents state of the art research on exploring 3D user interface technologies for improving video games. It also presents a review of research work done in this area and describes experiments focused on usage of stereoscopic 3D, head tracking, and hand gesture-based control in gaming scenarios. These experiments are systematic studies in gaming environments and are aimed at understanding the effect of the underlined 3D interface technology on the gaming experience of a user. Based on these experiments, several design guidelines are presented which can aid game designers in designing better immersive games.

Encyclopedia of Biometrics Stan Z. Li,2009-08-27 With an A-Z format, this encyclopedia provides easy access to relevant information on all aspects of biometrics. It features approximately 250 overview entries and 800 definitional entries. Each entry includes a definition, key words, list of synonyms, list of related entries, illustration(s), applications, and a bibliography. Most entries include useful literature references providing the reader with a portal to more detailed information.

2020 42nd Annual International Conference of the IEEE Engineering in Medicine and Biology Society (EMBC) IEEE Staff,2020-07-20 The conference program will consist of plenary lectures, symposia, workshops and invitedsessions of the latest significant findings and developments in all the major fields of biomedical engineering Submitted papers will be peer reviewed Accepted high quality papers will be presented in oral and postersessions, will appear in the Conference Proceedings and will be indexed in PubMed MEDLINE

The Essential Guide to Video Processing Alan C. Bovik,2009-07-07 This comprehensive and state-of-the art approach to video processing gives engineers and students a comprehensive introduction and includes full coverage of key applications: wireless video, video networks, video indexing and retrieval and use of video in speech processing. Containing all the essential methods in video processing alongside the latest standards, it is a complete resource for the professional engineer, researcher and graduate student. Numerous conceptual and numerical examples All the latest standards are thoroughly covered: MPEG-1, MPEG-2, MPEG-4, H.264 and AVC Coverage of the latest techniques in video security Like its sister volume The Essential Guide to Image Processing, Professor Bovik’s Essential Guide to Video Processing provides a timely and comprehensive survey, with contributions from leading researchers in the area. Highly recommended for everyone with an interest in this fascinating and fast-moving field. —Prof. Bernd Girod, Stanford University, USA * Edited by a leading person in the field who created the IEEE International Conference on Image Processing, with contributions from experts in their fields. * Numerous conceptual and numerical examples *All the latest standards are thoroughly covered: MPEG-1, MPEG-2, MPEG-4, H.264 and AVC. * Coverage of the latest techniques in video security

Multimedia Interaction and Intelligent User Interfaces Ling Shao,Caifeng Shan,Jiebo Luo,Minoru Etoh,2010-09-11 Consumer electronics (CE) devices, providing multimedia entertainment and enabling communication, have become ubiquitous in daily life. However, consumer interaction with such equipment currently requires the use of devices such as remote controls and keyboards, which are often inconvenient, ambiguous and non-interactive. An important challenge for the modern CE industry is the design of user interfaces for CE products that enable interactions which are natural, intuitive and fun. As many CE products are supplied with microphones and cameras, the exploitation of both audio and visual information for interactive multimedia is a growing field of research. Collecting together contributions from an international selection of experts, including leading researchers in industry, this unique text presents the latest advances in applications of multimedia interaction and user interfaces for consumer electronics. Covering issues of both multimedia content analysis and human-machine interaction, the book examines a wide range of techniques from computer vision, machine learning, audio and speech processing, communications, artificial intelligence and media technology. Topics and features: introduces novel computationally efficient algorithms to extract semantically meaningful audio-visual events; investigates modality allocation in intelligent multimodal presentation systems, taking into account the cognitive impacts of modality on human information processing; provides an overview on gesture control technologies for CE; presents systems for natural human-computer interaction, virtual content insertion, and human action retrieval; examines techniques for 3D face pose estimation, physical activity recognition, and video summary quality evaluation; discusses the features that characterize the new generation of CE and examines how web services can be integrated with CE products for improved user experience. This book is an essential resource for researchers and practitioners from both academia and industry working in areas of multimedia analysis, human-computer interaction and interactive user interfaces. Graduate students studying computer vision, pattern recognition and multimedia will also find this a useful reference.

Automated Face Analysis: Emerging Technologies and Research Kim, Daijin,Sung, Jaewon,2009-03-31 This book provides related theoretical background to understand the overall configuration and challenging problem of automated face analysis systems--Provided by publisher.

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