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Augmented Reality, Virtual Reality, and Computer Graphics Lucio Tommaso De Paolis, Antonio Mongelli, 2016-06-10

The 2-volume set LNCS 9768 and 9769 constitutes the refereed proceedings of the Third International Conference on Augmented Reality, Virtual Reality and Computer Graphics, AVR 2016, held in Lecce, Italy, in June 2016. The 40 full papers and 29 short papers presented were carefully reviewed and selected from 131 submissions. The SALENTO AVR 2016 conference intended to bring together researchers, scientists, and practitioners to discuss key issues, approaches, ideas, open problems, innovative applications and trends on virtual and augmented reality, 3D visualization and computer graphics in the areas of medicine, cultural heritage, arts, education, entertainment, industrial and military sectors.

Image and Graphics Yu-Jin Zhang, 2015-08-03 This book constitutes the refereed conference proceedings of the 8th International Conference on Image and Graphics, ICIG 2015 held in Tianjin, China, in August 2015. The 164 revised full papers and 6 special issue papers were carefully reviewed and selected from 339 submissions. The papers focus on various advances of theory, techniques and algorithms in the fields of images and graphics.

Mathematical Progress in Expressive Image Synthesis III Yoshinori Dobashi, Hiroyuki Ochiai, 2016-05-21 "Progress in Expressive Image Synthesis" (MEIS2015), was held in Fukuoka, Japan, September 25–27, 2015. The aim of the symposium was to provide a unique venue where various issues in computer graphics (CG) application fields could be discussed by mathematicians, CG researchers, and practitioners. Through the previous symposiums MEIS2013 and MEIS2014, mathematicians as well as CG researchers have recognized that CG is a specific and practical activity derived from mathematical theories. Issues found in CG broaden the field of mathematics and vice versa, and CG visualizes mathematical theories in an aesthetic manner. In this volume, the editors aim to provoke interdisciplinary research projects through the peer-reviewed papers and poster presentations at the this year's symposium. This book captures interactions among mathematicians, CG researchers, and practitioners sharing important, state-of-the-art issues in graphics and visual perception. The book is suitable for all CG researchers seeking open problem areas and especially for those entering the field who have not yet selected a research direction.

Proceedings, Sandbox 2011 T. L. Taylor,

Scalable Interactive Visualization Achim Ebert, Gunther H. Weber, 2018-05-08 This book is a printed edition of the Special Issue Scalable Interactive Visualization that was published in Informatics

Signal and Image Processing for Biometrics Amine Nait-Ali, Regis Fournier, 2012-12-17 The aim of this book is to deal with biometrics in terms of signal and image processing methods and algorithms. This will help engineers and students working in digital signal and image processing deal with the implementation of such specific algorithms. It discusses numerous signal and image processing techniques that are very often used in biometric applications. In particular, algorithms related to hand feature extraction, speech recognition, 2D/3D face biometrics, video surveillance and other interesting approaches are presented. Moreover, in some chapters, Matlab codes are provided

so that readers can easily reproduce some basic simulation results. This book is suitable for final-year undergraduate students, postgraduate students, engineers and researchers in the field of computer engineering and applied digital signal and image processing. 1. Introduction to Biometrics, Bernadette Dorizzi. 2. Introduction to 2D Face Recognition, Amine Nait-Ali and Dalila Cherifi. 3. Facial Soft Biometrics for Person Recognition, Antitza Dantcheva, Christelle Yemdji, Petros Elia and Jean-Luc Dugelay. 4. Modeling, Reconstruction and Tracking for Face Recognition, Catherine Herold, Vincent Despiegel, Stéphane Gentric, Séverine Dubuisson and Isabelle Bloch. 5. 3D Face Recognition, Mohsen Ardabilian, Przemysław Szeptycki, Di Huang and Liming Chen. 6. Introduction to Iris Biometrics, Kamel Aloui, Amine Nait-Ali, Régis Fournier and Saber Naceur. 7. Voice Biometrics: Speaker Verification and Identification, Foezur Chowdhury, Sid-Ahmed Selouani and Douglas O'Shaughnessy. 8. Introduction to Hand Biometrics, Régis Fournier and Amine Nait-Ali. 9. Multibiometrics, Romain Giot, Baptiste Hemery, Estelle Cherrier and Christophe Rosenberger. 10. Hidden Biometrics, Amine Nait-Ali, Régis Fournier, Kamel Aloui and Nouredine Belgacem. 11. Performance Evaluation of Biometric Systems, Mohamad El-Abed, Romain Giot, Baptiste Hemery, Julien Mahier and Christophe Rosenberger. 12. Classification Techniques for Biometrics, Amel Bouchemha, Chérif Nait-Hamoud, Amine Nait-Ali and Régis Fournier. 13. Data Cryptography, Islam Naveed and William Puech. 14. Visual Data Protection, Islam Naveed and William Puech. 15. Biometrics in Forensics, Guillaume Galou and Christophe Lambert.

Smart Graphics Marc Christie, Tsai-Yen Li, 2014-08-22 This book constitutes the proceedings of the 12th International Symposium on Smart Graphics, SG 2014, held in Taipei, Taiwan, in August 2014. The 14 full and 4 short papers presented in this volume were carefully reviewed and selected from 26 submissions. They are organized in topical sections named: data visualization; sketching and multi-touch interaction; aesthetics and smart tools for artists; smart tools for 3D contents; and posters.

OpenGL Insights Patrick Cozzi, Christophe Riccio, 2012-07-23 Get Real-World Insight from Experienced Professionals in the OpenGL Community With OpenGL, OpenGL ES, and WebGL, real-time rendering is becoming available everywhere, from AAA games to mobile phones to web pages. Assembling contributions from experienced developers, vendors, researchers, and educators, OpenGL Insights presents real-world techniques for intermediate and advanced OpenGL, OpenGL ES, and WebGL developers. Go Beyond the Basics The book thoroughly covers a range of topics, including OpenGL 4.2 and recent extensions. It explains how to optimize for mobile devices, explores the design of WebGL libraries, and discusses OpenGL in the classroom. The contributors also examine asynchronous buffer and texture transfers, performance state tracking, and programmable vertex pulling. Sharpen Your Skills Focusing on current and emerging techniques for the OpenGL family of APIs, this book demonstrates the breadth and depth of OpenGL. Readers will gain practical skills to solve problems related to performance, rendering, profiling, framework design, and more.

Sensors in Agriculture Dimitrios Moshou, 2019-06-12 Agriculture requires technical solutions for increasing production while lessening environmental impact by reducing the application of agro-chemicals and increasing the

use of environmentally friendly management practices. A benefit of this is the reduction of production costs. Sensor technologies produce tools to achieve the abovementioned goals. The explosive technological advances and developments in recent years have enormously facilitated the attainment of these objectives, removing many barriers for their implementation, including the reservations expressed by farmers. Precision agriculture and 'smart farming' are emerging areas where sensor-based technologies play an important role. Farmers, researchers, and technical manufacturers are joining their efforts to find efficient solutions, improvements in production, and reductions in costs. This book brings together recent research and developments concerning novel sensors and their applications in agriculture. Sensors in agriculture are based on the requirements of farmers, according to the farming operations that need to be addressed.

Intelligent Computer Graphics 2012 Dimitri Plemenos, Georgios Miaoulis, 2012-08-29 In Computer Graphics, the use of intelligent techniques started more recently than in other research areas. However, during these last two decades, the use of intelligent Computer Graphics techniques is growing up year after year and more and more interesting techniques are presented in this area. The purpose of this volume is to present current work of the Intelligent Computer Graphics community, a community growing up year after year. This volume is a kind of continuation of the previously published Springer volumes "Artificial Intelligence Techniques for Computer Graphics" (2008), "Intelligent Computer Graphics 2009" (2009), "Intelligent Computer Graphics 2010" (2010) and "Intelligent Computer Graphics 2011" (2011). Usually, this kind of volume contains, every year, selected extended papers from the corresponding 3IA Conference of the year. However, the current volume is made from directly reviewed and selected papers, submitted for publication in the volume "Intelligent Computer Graphics 2012". This year papers are particularly exciting and concern areas like plant modelling, text-to-scene systems, information visualization, computer-aided geometric design, artificial life, computer games, realistic rendering and many other very important themes.

Game Analytics Magy Seif El-Nasr, Anders Drachen, Alessandro Canossa, 2013-03-30 Developing a successful game in today's market is a challenging endeavor. Thousands of titles are published yearly, all competing for players' time and attention. Game analytics has emerged in the past few years as one of the main resources for ensuring game quality, maximizing success, understanding player behavior and enhancing the quality of the player experience. It has led to a paradigm shift in the development and design strategies of digital games, bringing data-driven intelligence practices into the fray for informing decision making at operational, tactical and strategic levels. *Game Analytics - Maximizing the Value of Player Data* is the first book on the topic of game analytics; the process of discovering and communicating patterns in data towards evaluating and driving action, improving performance and solving problems in game development and game research. Written by over 50 international experts from industry and research, it covers a comprehensive range of topics across more than 30 chapters, providing an in-depth discussion of game analytics and its practical applications. Topics covered include monetization strategies, design of telemetry systems, analytics for iterative production, game data mining and big

data in game development, spatial analytics, visualization and reporting of analysis, player behavior analysis, quantitative user testing and game user research. This state-of-the-art volume is an essential source of reference for game developers and researchers. Key takeaways include: Thorough introduction to game analytics; covering analytics applied to data on players, processes and performance throughout the game lifecycle. In-depth coverage and advice on setting up analytics systems and developing good practices for integrating analytics in game-development and -management. Contributions by leading researchers and experienced professionals from the industry, including Ubisoft, Sony, EA, Bioware, Square Enix, THQ, Volition, and PlayableGames. Interviews with experienced industry professionals on how they use analytics to create hit games.

Graphical Simulation of Deformable Models Jianping Cai, Feng Lin, Hock Soon Seah, 2016-12-20 This book covers dynamic simulation of deformable objects, which is one of the most challenging tasks in computer graphics and visualization. It focuses on the simulation of deformable models with anisotropic materials, one of the less common approaches in the existing research. Both physically-based and geometrically-based approaches are examined. The authors start with transversely isotropic materials for the simulation of deformable objects with fibrous structures. Next, they introduce a fiber-field incorporated corotational finite element model (CLFEM) that works directly with a constitutive model of transversely isotropic material. A smooth fiber-field is used to establish the local frames for each element. To introduce deformation simulation for orthotropic materials, an orthotropic deformation controlling frame-field is conceptualized and a frame construction tool is developed for users to define the desired material properties. The orthotropic frame-field is coupled with the CLFEM model to complete an orthotropic deformable model. Finally, the authors present an integrated real-time system for animation of skeletal characters with anisotropic tissues. To solve the problems of volume distortion and high computational costs, a strain-based PBD framework for skeletal animation is explained; natural secondary motion of soft tissues is another benefit. The book is written for those researchers who would like to develop their own algorithms. The key mathematical and computational concepts are presented together with illustrations and working examples. It can also be used as a reference book for graduate students and senior undergraduates in the areas of computer graphics, computer animation, and virtual reality. Academics, researchers, and professionals will find this to be an exceptional resource.

Handbook of Digital Image Synthesis Vincent Pegoraro, 2016-12-12 The Handbook of Digital Image Synthesis constitutes a comprehensive reference guide in the rapidly-developing field of computer graphics, whose applications span not only the movie and gaming industries, but also digital marketing, industrial and architectural design, virtual-environment simulators, and medical imaging. This resource provides an extensive, yet concise, treatment of the elementary principles and advanced concepts underpinning digital image synthesis, while covering a broad range of scientific topics such as pure and applied mathematics, geometric surfaces and data structures, the physics of light interaction and propagation, analytical and numerical simulation schemes, and optical perception and imaging. With its foundations laid from the ground up, the content includes a

compilation of the theoretical formulas relevant for practical implementation in an actual rendering system, along with their step-by-step derivation, which provides field practitioners with a thorough understanding of their underlying assumptions and limitations, as well as with the methodologies necessary to adapt the results to new problems. Throughout, the presentation of the material is substantiated by numerous figures and computer-generated images illustrating the core ideas, several tables synthesizing results and industry standards, and platform-independent pseudo-code highlighting the core algorithms, in addition to a large collection of bibliographic references to the literature and an index of the standard scientific terms defined therein, thereby allowing the reader to rapidly harness fundamental notions and experimental trends.

Computer Vision, Imaging and Computer Graphics Theory and Applications José Braz, Nadia Magnenat-Thalmann, Paul Richard, Lars Linsen, Alexandru Telea, Sebastiano Battiato, Francisco Imai, 2017-08-08 This book constitutes thoroughly revised and selected papers from the 11th International Joint Conference on Computer Vision, Imaging and Computer Graphics Theory and Applications, VISIGRAPP 2016, held in Rome, Italy, in February 2016. VISIGRAPP comprises GRAPP, International Conference on Computer Graphics Theory and Applications; IVAPP, International Conference on Information Visualization Theory and Applications; and VISAPP, International Conference on Computer Vision Theory and Applications. The 28 thoroughly revised and extended papers presented in this volume were carefully reviewed and selected from 338 submissions. The book also contains one invited talk in full-paper length. The regular papers were organized in topical sections named: computer graphics theory and applications; information visualization theory and applications; and computer vision theory and applications.

Frontier Computing Jia-Wei Chang, Neil Yen, Jason C. Hung, 2022-01-01 This book gathers the proceedings of the 10th International Conference on Frontier Computing, held in Singapore, on July 10–13, 2020, and provides comprehensive coverage of the latest advances and trends in information technology, science, and engineering. It addresses a number of broad themes, including communication networks, business intelligence and knowledge management, web intelligence, and related fields that inspire the development of information technology. The respective contributions cover a wide range of topics: database and data mining, networking and communications, web and Internet of things, embedded systems, soft computing, social network analysis, security and privacy, optical communication, and ubiquitous/pervasive computing. Many of the papers outline promising future research directions, and the book benefits students, researchers, and professionals alike. Further, it offers a useful reference guide for newcomers to the field.

Materials that Change Color Marinella Ferrara, Murat Bengisu, 2013-11-18 This book presents a design-driven investigation into smart materials developed by chemists, physicists, materials and chemical engineers, and applied by designers to consumer products. Introducing a class of smart materials, that change colors, the book presents their characteristics, advantages, potentialities and difficulties of applications of this to help understanding what they are, how they work, how they are applied. The books also present a number of case studies: products, projects, concepts and experiments using smart materials, thus mapping out new design territories for

these innovative materials. These case studies involve different fields of design, including product, interior, fashion and communication design. Within the context of rising sustainable and human-centered design agendas, the series will demonstrate the role and influence of these new materials and technologies on design, and discuss how they can implement and redefine our objects and spaces to encourage more resilient environments.

GPU Pro 360 Guide to Rendering Wolfgang Engel,2018-04-27 Wolfgang Engel's GPU Pro 360 Guide to Rendering gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers real-time rendering. This volume is complete with 32 articles by leading programmers that focus on the ability of graphics processing units to process and generate rendering in exciting ways. GPU Pro 360 Guide to Rendering is comprised of ready-to-use ideas and efficient procedures that can help solve many rendering programming challenges that may arise. Key Features: Presents tips and tricks on real-time rendering of special effects and visualization data on common consumer software platforms such as PCs, video consoles, and mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in the rapidly evolving field of real-time rendering Takes a practical approach that helps graphics programmers solve their daily challenges

Transactions on Computational Science XIX Marina L. Gavrilova,C.J. Kenneth Tan,Anton Konushin,2013-07-05 The 19th issue of the Transactions on Computational Science journal, edited by Anton Konushin, is devoted to the topic of computer graphics. The 12 papers in the volume constitute revised and extended versions of a selection of contributions presented at GRAPHICON 2012, the 22nd International Conference on Computer Graphics and Vision, held in Moscow, Russia, in October 2012. The selected papers span the areas of scientific visualization, ray tracing, image processing, virtual reality, and stereo vision.

Shadow Algorithms Data Miner Andrew Woo,Pierre Poulin,2012-06-12 Shadow Algorithms Data Miner provides a high-level understanding of the complete set of shadow concepts and algorithms, addressing their usefulness from a larger graphics system perspective. It discusses the applicability and limitations of all the direct illumination approaches for shadow generation. With an emphasis on shadow fundamentals, the book gives an organized picture of the motivations, complexities, and categorized algorithms available to generate digital shadows. It helps readers select the most relevant algorithms for their needs by placing the shadow algorithms in real-world contexts and looking at them from a larger graphics system perspective. As a result, readers know where to start for their application needs, which algorithms to begin considering, and which papers and supplemental material should be consulted for further details.

GPU PRO 360 Guide to GPGPU Wolfgang Engel,2018-10-31 Wolfgang Engel's GPU Pro 360 Guide to GPGPU gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers general purpose GPU. This volume is complete with 19 articles by leading programmers that focus on the techniques that go beyond the normal pixel and triangle scope of GPUs and take advantage of the parallelism of modern graphics processors to accomplish such tasks. GPU Pro 360 Guide to GPGPU is comprised of ready-to-use ideas

and efficient procedures that can help solve many computer graphics programming challenges that may arise. Key Features: Presents tips & tricks on real-time rendering of special effects and visualization data on common consumer software platforms such as PCs, video consoles, mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in rapidly evolving field of real-time rendering Takes practical approach that helps graphics programmers solve their daily challenges

Unveiling the Energy of Verbal Artistry: An Emotional Sojourn through **Canada Siggraph2011 10**

In a global inundated with displays and the cacophony of instant connection, the profound energy and psychological resonance of verbal artistry usually diminish in to obscurity, eclipsed by the continuous barrage of sound and distractions. However, set within the lyrical pages of **Canada Siggraph2011 10**, a captivating perform of literary brilliance that impulses with raw thoughts, lies an unique trip waiting to be embarked upon. Composed by way of a virtuoso wordsmith, this exciting opus manuals visitors on a psychological odyssey, lightly revealing the latent potential and profound influence stuck within the complex internet of language. Within the heart-wrenching expanse with this evocative evaluation, we shall embark upon an introspective exploration of the book is central subjects, dissect their fascinating publishing design, and immerse ourselves in the indelible impact it leaves upon the depths of readers souls.

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