

Automatic Photo Pop Up

Representations and Techniques for 3D Object Recognition and Scene Interpretation Derek Santhanam, Silvio Basu. 2022-05-31 One of the grand challenges of artificial intelligence is to enable computers to interpret 3D scenes and objects from imagery. This book organizes and introduces major concepts in 3D scene and object representation and inference from still images, with a focus on recent efforts to fuse models of geometry and perspective with statistical machine learning. The book is organized into three sections: (1) Interpretation of Physical Space; (2) Recognition of 3D Objects; and (3) Integrated 3D Scene Interpretation. The first discusses representations of spatial layout and techniques to interpret physical scenes from images. The second section introduces representations for 3D object categories that account for the intrinsically 3D nature of objects and provide robustness to change in viewpoints. The third section discusses strategies to unite inference of scene geometry and object pose and identity into a coherent scene interpretation. Each section broadly surveys important ideas from cognitive science and artificial intelligence research, organizes and discusses key concepts and techniques from recent work in computer vision, and describes a few sample approaches in detail. Newcomers to computer vision will benefit from introductions to basic concepts, such as single-view geometry and image classification, while experts and novices alike may find inspiration from the book's organization and discussion of the most recent ideas in 3D scene understanding and 3D object recognition. Specific topics include: mathematics of perspective geometry; visual elements of the physical scene, structural 3D scene representations; techniques and features for image and region categorization; historical perspective, computational models, and datasets and machine learning techniques for 3D object recognition; inferences of geometrical attributes of objects, such as size and pose; and probabilistic and feature-passing approaches for contextual reasoning about 3D objects and scenes. Table of Contents: Background on 3D Scene Models / Single-view Geometry / Modeling the Physical Scene / Categorizing Images and Regions / Examples of 3D Scene Interpretation / Background on 3D Recognition / Modeling 3D Objects / Recognizing and Understanding 3D Objects / Examples of 2D 1/2 Layout Models / Reasoning about Objects and Scenes / Cascades of Classifiers / Conclusion and Future Directions

Depth Map and 3D Imaging Applications: Algorithms and Technologies Malik, Aamir Saeed. 2011-11-30 Over the last decade, significant progress has been made in 3D imaging research. As a result, 3D imaging methods and techniques are being employed for various applications, including 3D television, intelligent robotics, medical imaging, and stereovision. *Depth Map and 3D Imaging Applications: Algorithms and Technologies* present various 3D algorithms developed in the recent years and to investigate the application of 3D methods in various domains. Containing five sections, this book offers perspectives on 3D imaging algorithms, 3D shape recovery, stereoscopic vision and autostereoscopic vision, 3D vision for robotic applications, and 3D imaging applications. This book is an important resource for professionals, scientists, researchers, academics, and software engineers in image/video processing and computer vision.

Smart Innovations in Communication and Computational Sciences Shailesh Tiwari, Munesh C. Trivedi, Krishn K. Mishra, A. K. Misra, Khedo Kavi Kumar. 2018-11-19 The book presents the latest advances and research findings in the fields of computational science and communication. The areas covered include smart innovation; systems and technologies; embedded knowledge and intelligence; innovation and sustainability; advanced computing; and networking and informatics. It also focuses on the knowledge-transfer methodologies and the innovation strategies employed to make these effective. This fascinating compilation appeals to researchers, academics and engineers around the globe.

Interactive Technologies and Sociotechnical Systems Hongbin Zha,Zhigeng Pan,Hal Thwaites,Alonzo C. Addison,Maurizio Forte.2006-10-12 This book constitutes the refereed proceedings of the 13th International Conference on Interactive Technologies and Sociotechnical Systems, VSMM 2006, held in Xi'an, China in October 2006. The 59 revised full papers presented together with one keynote paper were carefully reviewed and selected from more than 180 submissions.

Pattern Recognition and Machine Intelligence Sergei O. Kuznetsov,Deba P. Mandal,Malay K. Kundu,Sankar Kumar Pal.2011-06-25 This book constitutes the refereed proceedings of the 4th International Conference on Pattern Recognition and Machine Intelligence, PReMI 2011, held in Moscow, Russia in June/July 2011. The 65 revised papers presented together with 5 invited talks were carefully reviewed and selected from 140 submissions. The papers are organized in topical sections on pattern recognition and machine learning; image analysis; image and video information retrieval; natural language processing and text and data mining; watermarking, steganography and biometrics; soft computing and applications; clustering and network analysis; bio and chemo analysis; and document image processing.

Computer Vision - ECCV 2018 Vittorio Ferrari,Martial Hebert,Cristian Sminchisescu,Yair Weiss.2018-10-06 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.

Computer Vision Simon J. D. Prince.2012-06-18 A modern treatment focusing on learning and inference, with minimal prerequisites, real-world examples and implementable algorithms.

Image-Based Modeling Long Quan.2010-07-10 "This book guides you in the journey of 3D modeling from the theory with elegant mathematics to applications with beautiful 3D model pictures. Written in a simple, straightforward, and concise manner, readers will learn the state of the art of 3D reconstruction and modeling." —Professor Takeo Kanade, Carnegie Mellon University The computer vision and graphics communities use different terminologies for the same ideas. This book provides a translation, enabling graphics researchers to apply vision concepts, and vice-versa, independence of chapters allows readers to directly jump into a specific chapter of interest, compared to other texts, gives more succinct treatment overall, and focuses primarily on vision geometry. Image-Based Modeling is for graduate students, researchers, and engineers working in the areas of computer vision, computer graphics, image processing, robotics, virtual reality, and photogrammetry.

Human Interface and the Management of Information. Methods, Techniques and Tools in Information Design Michael J. Smith,Gavriel Salvendy.2007-08-24 This is the first of a two-volume set that constitutes the refereed proceedings of the Symposium on Human Interface 2007, held in Beijing, China in July 2007. It covers design and evaluation methods and techniques, visualizing information, retrieval, searching, browsing and navigation, development methods and techniques, as well as advanced interaction technologies and techniques.

Advances in Visual Computing George Bebis,Richard Boyle,Bahram Parvin,Darko Koracin,Ronald Chung,Hammoud,Muhammad Hussain,Kar-Han Tan,Roger Crawfis,Daniel Thalmann,David Kao,Lisa Avila.2010-11-16 The three volume set LNCS 6453, LNCS 6454, and LNCS 6455 constitutes the refereed proceedings of the 6th International Symposium on Visual Computing, ISVC 2010, held in Las Vegas, NV, USA, in November/December 2010. The 93 revised full papers and 73 poster papers presented together with 44 full and 6 poster papers of 7 special tracks were carefully reviewed and selected from more than 300 submissions. The papers of part I (LNCS 6453) are organized in computational bioimaging, computer graphics, behavior detection and modeling, low-level color image processing, feature extraction and matching, visualization, motion and tracking,

unconstrained biometrics: advances and trends, 3D mapping, modeling and surface reconstruction, and virtual reality. Part II (LNCS 6454) comprises topics such as calibration, pose estimation, and reconstruction, segmentation, stereo, registration, medical imaging, low cost virtual reality: expanding horizons, best practices in teaching visual computing, applications, and video analysis and event recognition. Part III (LNCS 6455) mainly contains papers of the poster session and concludes with contributions addressing visualization, as well as motion and tracking.

Computer Vision Roberto Cipolla, Sebastiano Battiato, Giovanni Maria Farinella. 2010-05-11 Computer vision is the science and technology of making machines that see. It is concerned with the theory, design and implementation of algorithms that can automatically process visual data to recognize objects, track and recover their shape and spatial layout. The International Computer Vision Summer School - ICVSS was established in 2007 to provide both an objective and clear overview and an in-depth analysis of the state-of-the-art research in Computer Vision. The courses are delivered by world renowned experts in the field, from both academia and industry, and cover both theoretical and practical aspects of real Computer Vision problems. The school is organized every year by University of Cambridge (Computer Vision and Robotics Group) and University of Catania (Image Processing Lab). Different topics are covered each year. A summary of the past Computer Vision Summer Schools can be found at:

<http://www.dmi.unict.it/icvss> This edited volume contains a selection of articles covering some of the talks and tutorials held during the first two editions of the school on topics such as Recognition, Registration and Reconstruction. The chapters provide an in-depth overview of these challenging areas with key references to the existing literature.

Proceedings of ACM SIGGRAPH 2005. 2005

Computer Vision -- ECCV 2012. Workshops and Demonstrations Andrea Fusiello, Vittorio Murino, Rita Cucchiara. 2012-09-26 The three volume set LNCS 7583, 7584 and 7585 comprises the Workshops and Demonstrations which took place in connection with the European Conference on Computer Vision, ECCV 2012, held in Firenze, Italy, in October 2012. The total of 179 workshop papers and 23 demonstration papers was carefully reviewed and selected for inclusion in the proceedings. They were held at workshops with the following themes: non-rigid shape analysis and deformable image alignment; visual analysis and geo-localization of large-scale imagery; Web-scale vision and social media; video event categorization, tagging and retrieval; re-identification; biological and computer vision interfaces; where computer vision meets art; consumer depth cameras for computer vision; unsolved problems in optical flow and stereo estimation; what's in a face?; color and photometry in computer vision; computer vision in vehicle technology: from earth to mars; parts and attributes; analysis and retrieval of tracked events and motion in imagery streams; action recognition and pose estimation in still images; higher-order models and global constraints in computer vision; information fusion in computer vision for concept recognition; 2.5D sensing technologies in motion: the quest for 3D; benchmarking facial image analysis technologies.

Computer Vision -- ACCV 2014 Daniel Cremers, Ian Reid, Hideo Saito, Ming-Hsuan Yang. 2015-04-15 The five-volume set LNCS 9003--9007 constitutes the thoroughly refereed post-conference proceedings of the 12th Asian Conference on Computer Vision, ACCV 2014, held in Singapore, Singapore, in November 2014. The total of 227 contributions presented in these volumes was carefully reviewed and selected from 814 submissions. The papers are organized in topical sections on recognition; 3D vision; low-level vision and features; segmentation; face and gesture, tracking; stereo, physics, video and events; and poster sessions 1-3.

Digital Hampi: Preserving Indian Cultural Heritage Anupama Mallik, Santanu Chaudhury, Vijay Chandru, Sharada Srinivasan. 2018-03-31 The book represents the culmination of a hugely successful heritage preservation project initiated by the Government of India's Department of Science and Technology. It presents extensive research on the digital preservation of the history, mythology, art, architecture and culture of the world heritage site Hampi in Karnataka, the seat of the Vijayanagara dynasty in medieval India. Further, the book introduces readers to a range of techniques

developed by Indian technical research groups for digitally preserving both the tangible and intangible cultural heritage of the region. These techniques are sufficiently generic to be applied in heritage preservation efforts for other historical sites around the world as well. Technological advances have made it possible to not only create digital archives of these heritage artifacts, but to also share these resources for people to view, explore, experience, and analyze. This book showcases how cutting-edge technology can be combined with cultural and historical research to digitize and preserve heritage. It is the consolidation of work conducted under the Indian Digital Heritage project, a unique initiative of the Department of Science & Technology (DST), Government of India. The project involved collaboration between researchers in the areas of Technology, Computer Science, Architecture and the Humanities for the digital documentation and interpretation of India's tangible and intangible heritage. It highlights the art, architecture, and cultural legacy of the world heritage site of Hampi in Karnataka, the medieval capital of the 14th-16th century Vijayanagara dynasty. The contributors to this book are scientists and technology experts from prominent academic institutes in India such as the IITs (Indian Institutes of Technology), NIIT, and NID (National Institute of Design) working in collaboration with some of India's top architects, art historians, anthropologists, heritage groups and multi-disciplinary cultural institutions such as the National Institute of Advanced Studies (NIAS). Their papers will introduce readers to cutting-edge technologies from research areas such as computer vision, 3D modeling and artificial intelligence as they are employed to preserve art and culture in the digital domain. The book is divided into four parts. Part 1 details efforts and techniques for modeling and representing the tangible heritage of Hampi, such as the reconstruction of damaged structures, realistic walk-throughs, and haptic rendering. Part 2 includes chapters detailing the analysis and digital restoration of artifacts such as mural paintings, inscriptions and sculptures, as well as mobile-based visual search for artifacts. Part 3 includes chapters on conjectural re-constructions of the architectural life, social life and traditions of Hampi. Lastly, Part 4 addresses the knowledge-based archiving and exploration of cultural heritage.

Computer Vision - ECCV 2008 David Forsyth, Philip Torr, Andrew Zisserman. 2008-10-07 The four-volume set comprising LNCS volumes 5302/5303/5304/5305 constitutes the refereed proceedings of the 10th European Conference on Computer Vision, ECCV 2008, held in Marseille, France, in October 2008. The 243 revised papers presented were carefully reviewed and selected from a total of 871 papers submitted. The four books cover the entire range of current issues in computer vision. The papers are organized in topical sections on recognition, stereo, people and face recognition, object tracking, matching, learning and features, MRFs, segmentation, computational photography and active reconstruction.

Computer Vision - ECCV 2016 Bastian Leibe, Jiri Matas, Nicu Sebe, Max Welling. 2016-09-16 The eight-volume set comprising LNCS volumes 9905-9912 constitutes the refereed proceedings of the 14th European Conference on Computer Vision, ECCV 2016, held in Amsterdam, The Netherlands, in October 2016. The 415 revised papers presented were carefully reviewed and selected from 1480 submissions. The papers cover all aspects of computer vision and pattern recognition such as 3D computer vision; computational photography, sensing and display; face and gesture; low-level vision and image processing; motion and tracking; optimization methods; physics-based vision, photometry and shape-from-X; recognition: detection, categorization, indexing, matching; segmentation, grouping and shape representation; statistical methods and learning; video: events, activities and surveillance; applications. They are organized in topical sections on detection, recognition and retrieval; scene understanding; optimization; image and video processing; learning; action activity and tracking; 3D; and 9 poster sessions.

Pattern Recognition Jesús Ariel Carrasco-Ochoa, José Francisco Martínez-Trinidad, José Arturo Olvera-López, Joaquín Salas. 2019-06-19 This book constitutes the proceedings of the 11th Mexican Conference on Pattern Recognition, MCPR 2019, held in Querétaro, Mexico, in June 2019. The 40 papers presented in this volume were carefully reviewed and selected from 86 submissions. They were organized in topical sections named: artificial intelligence techniques and recognition; computer vision; industrial and medical applications of pattern recognition; image processing and analysis;

pattern recognition techniques; signal processing and analysis; natural language, and processing and recognition.

Computer Vision -- ECCV 2014 David Fleet, Tomas Pajdla, Bernt Schiele, Tinne Tuytelaars. 2014-08-14 The seven-volume set comprising LNCS volumes 8689-8695 constitutes the refereed proceedings of the 13th European Conference on Computer Vision, ECCV 2014, held in Zurich, Switzerland, in September 2014. The 363 revised papers presented were carefully reviewed and selected from 1444 submissions. The papers are organized in topical sections on tracking and activity recognition; recognition; learning and inference; structure from motion and feature matching; computational photography and low-level vision; vision; segmentation and saliency; context and 3D scenes; motion and 3D scene analysis; and poster sessions.

Image Processing: Concepts, Methodologies, Tools, and Applications Management Association, Information Resources. 2013-05-31

Advancements in digital technology continue to expand the image science field through the tools and techniques utilized to process two-dimensional images and videos. *Image Processing: Concepts, Methodologies, Tools, and Applications* presents a collection of research on this multidisciplinary field and the operation of multi-dimensional signals with systems that range from simple digital circuits to computers. This reference source is essential for researchers, academics, and students in the computer science, computer vision, and electrical engineering fields.

Advances in Multimedia Modeling Kuo-Tien Lee, Wen-Hsiang Tsai, Hong-Yuan Mark Liao, Tsuhan Chen, Jun-Wei Hsieh, Chien-Cheng

Tseng. 2011-01-10 This two-volume proceedings constitutes the refereed papers of the 17th International Multimedia Modeling Conference, MMM 2011, held in Taipei, Taiwan, in January 2011. The 51 revised regular papers, 25 special session papers, 21 poster session papers, and 3 demo session papers, were carefully reviewed and selected from 450 submissions. The papers are organized in topical sections on audio, image video processing, coding and compression; media content browsing and retrieval; multi-camera, multi-view, and 3D systems; multimedia indexing and mining; multimedia content analysis; multimedia signal processing and communications; and multimedia applications. The special session papers deal with content analysis for human-centered multimedia applications; large scale rich media data management; multimedia understanding for consumer electronics; image object recognition and compression; and interactive image and video search.

Pattern Recognition Joachim Denzler, Gunther Notni, Herbert Süße. 2009-09-02 This book constitutes the refereed proceedings of the 31st Symposium of the German Association for Pattern Recognition, DAGM 2009, held in Jena, Germany, in September 2009. The 56 revised full papers were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on motion and tracking; pedestrian recognition and automotive applications; features; single-view and 3D reconstruction; learning and classification; pattern recognition and estimation; stereo and multi-view reconstruction; image analysis and applications; and segmentation.

Computer Vision Richard Szeliski. 2022-01-03 *Computer Vision: Algorithms and Applications* explores the variety of techniques used to analyze and interpret images. It also describes challenging real-world applications where vision is being successfully used, both in specialized applications such as image search and autonomous navigation, as well as for fun, consumer-level tasks that students can apply to their own personal photos and videos. More than just a source of “recipes,” this exceptionally authoritative and comprehensive textbook/reference takes a scientific approach to the formulation of computer vision problems. These problems are then analyzed using the latest classical and deep learning models and solved using rigorous engineering principles. 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 Incorporates totally new material on deep learning and applications such as mobile computational photography, autonomous navigation, and augmented reality Presents exercises at the end of each chapter with a heavy emphasis on testing algorithms and containing numerous suggestions for small mid-term projects Includes 1,500 new citations and 200 new figures that cover the tremendous developments from the last decade Provides additional material and more detailed mathematical topics in the Appendices, which cover

linear algebra, numerical techniques, estimation theory, datasets, and software 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.

Computer Vision Systems Markus Vincze.2008-04-25 This book constitutes the refereed proceedings of the 6th International Conference on Computer Vision Systems, ICVS 2008, held in Santorini, Greece, May 12-15, 2008. The 23 revised papers presented together with 30 poster presentations and 2 invited papers were carefully reviewed and selected from 128 submissions. The papers are organized in topical sections on cognitive vision, monitor and surveillance, computer vision architectures, calibration and registration object recognition and tracking, learning, human machine interaction as well as cross modal systems.

Mac OS X Leopard: The Missing Manual David Pogue.2007-12-07 With Leopard, Apple has unleashed the greatest version of Mac OS X yet, and David Pogue is back with another meticulous Missing Manual to cover the operating system with a wealth of detail. The new Mac OS X 10.5, better known as Leopard, is faster than its predecessors, but nothing's too fast for Pogue and this Missing Manual. It's just one of reasons this is the most popular computer book of all time. Mac OS X: The Missing Manual, Leopard Edition is the authoritative book for Mac users of all technical levels and experience. If you're new to the Mac, this book gives you a crystal-clear, jargon-free introduction to the Dock, the Mac OS X folder structure, and the Mail application. There are also mini-manuals on iLife applications such as iMovie, iDVD, and iPhoto, and a tutorial for Safari, Mac's web browser. This Missing Manual is amusing and fun to read, but Pogue doesn't take his subject lightly. Which new Leopard features work well and which do not? What should you look for? What should you avoid? Mac OS X: The Missing Manual, Leopard Edition offers an objective and straightforward instruction for using: Leopard's totally revamped Finder Spaces to group your windows and organize your Mac tasks Quick Look to view files before you open them The Time Machine, Leopard's new backup feature Spotlight to search for and find anything in your Mac Front Row, a new way to enjoy music, photos, and videos Enhanced Parental Controls that come with Leopard Quick tips for setting up and configuring your Mac to make it your own There's something new on practically every page of this new edition, and David Pogue brings his celebrated wit and expertise to every one of them. Mac's brought a new cat to town and Mac OS X: The Missing Manual, Leopard Edition is a great new way to tame it.

Processing, Analyzing and Learning of Images, Shapes, and Forms: .2018-11-08 Processing, Analyzing and Learning of Images, Shapes, and Forms: Volume 19, Part One provides a comprehensive survey of the contemporary developments related to the analysis and learning of images, shapes and forms. It covers mathematical models as well as fast computational techniques, and includes new chapters on Alternating diffusion: a geometric approach for sensor fusion, Shape Correspondence and Functional Maps, Geometric models for perception-based image processing, Decomposition schemes for nonconvex composite minimization: theory and applications, Low rank matrix recovery: algorithms and theory, Geometry and learning for deformation shape correspondence, and Factoring scene layout from monocular images in presence of occlusion. Presents a contemporary view on the topic, comprehensively covering the newest developments and content Provides a comprehensive survey of the contemporary developments related to the analysis and learning of images, shapes and forms

Image Analysis and Processing – ICIAP 2015 Vittorio Murino, Enrico Puppo.2015-08-20 The two-volume set LNCS 9279 and 9280 constitutes the refereed proceedings of the 18th International Conference on Image Analysis and Processing, ICIAP 2015, held in Genoa, Italy, in September 2015. The 129 papers presented were carefully reviewed and selected from 231 submissions. The papers are organized in the following seven topical sections: video analysis and understanding, multiview geometry and 3D computer vision, pattern recognition and machine learning, image analysis,

detection and recognition, shape analysis and modeling, multimedia, and biomedical applications.

Advances in Neural Information Processing Systems 19 Bernhard Schölkopf, John Platt, Thomas Hofmann. 2007 The annual Neural Information Processing Systems (NIPS) conference is the flagship meeting on neural computation and machine learning. This volume contains the papers presented at the December 2006 meeting, held in Vancouver.

Perceptual Digital Imaging Rastislav Lukac. 2017-12-19 Visual perception is a complex process requiring interaction between the receptors in the eye that sense the stimulus and the neural system and the brain that are responsible for communicating and interpreting the sensed visual information. This process involves several physical, neural, and cognitive phenomena whose understanding is essential to design effective and computationally efficient imaging solutions. Building on advances in computer vision, image and video processing, neuroscience, and information engineering, perceptual digital imaging greatly enhances the capabilities of traditional imaging methods. Filling a gap in the literature, *Perceptual Digital Imaging: Methods and Applications* comprehensively covers the system design, implementation, and application aspects of this emerging specialized area. It gives readers a strong, fundamental understanding of theory and methods, providing a foundation on which solutions for many of the most interesting and challenging imaging problems can be built. The book features contributions by renowned experts who present the state of the art and recent trends in image acquisition, processing, storage, display, and visual quality evaluation. They detail advances in the field and explore human visual system-driven approaches across a broad spectrum of applications, including: Image quality and aesthetics assessment Digital camera imaging White balancing and color enhancement Thumbnail generation Image restoration Super-resolution imaging Digital halftoning and dithering Color feature extraction Semantic multimedia analysis and processing Video shot characterization Image and video encryption Display quality enhancement This is a valuable resource for readers who want to design and implement more effective solutions for cutting-edge digital imaging, computer vision, and multimedia applications. Suitable as a graduate-level textbook or stand-alone reference for researchers and practitioners, it provides a unique overview of an important and rapidly developing research field.

Computer Vision - ECCV 2020 Andrea Vedaldi, Horst Bischof, Thomas Brox, Jan-Michael Frahm. 2020-11-20 The 30-volume set, comprising the LNCS books 12346 until 12375, constitutes the refereed proceedings of the 16th European Conference on Computer Vision, ECCV 2020, which was planned to be held in Glasgow, UK, during August 23-28, 2020. The conference was held virtually due to the COVID-19 pandemic. The 1360 revised papers presented in these proceedings were carefully reviewed and selected from a total of 5025 submissions. The papers deal with topics such as computer vision; machine learning; deep neural networks; reinforcement learning; object recognition; image classification; image processing; object detection; semantic segmentation; human pose estimation; 3d reconstruction; stereo vision; computational photography; neural networks; image coding; image reconstruction; object recognition; motion estimation.

David Busch's Nikon D5600 Guide to Digital SLR Photography David D. Busch. 2017-05-30 David Busch's Nikon D5600 Guide to Digital Photography is your all-in-one comprehensive resource and reference for the Nikon D5600 camera. This ultracompact and light weight Nikon digital SLR has new SnapBridge wireless Bluetooth communication so you can use your iOS or Android device to control the camera. Nikon has also added an easy-to-use time-lapse feature to its impressive capabilities, which include a swiveling touch screen LCD that makes taking photos or changing settings quick and easy. The D5600 captures 24-megapixel still images and 1080p 60 fps high-definition movies with stereo sound, too. With this book in hand, you can fine tune your camera skills as you explore the world of digital photography, develop your creativity, and take great photographs with your D5600. p.p1 {margin: 0.0px 0.0px 0.0px 0.0px; font: 12.0px 'Times New Roman'} Filled with detailed how-to steps and full-color illustrations, David Busch's Nikon D5600 Guide to Digital Photography covers all the camera's features in depth, from taking your first photos

through advanced details of setup, exposure, lens selection, lighting, and more, and relates each feature to specific photographic techniques and situations. Also included is the handy visual guide to the D5600, with close-up photos and descriptions of the camera's essential features and controls, including the versatile LCD touch screen. Learn when to use each option and, more importantly, when not to use them, by following the author's recommended settings for every menu entry. With best-selling photographer and mentor David Busch as your guide, you'll quickly have full creative mastery of your camera's capabilities, whether you're shooting on the job, as an advanced enthusiast, or are just out for fun. Start building your knowledge and confidence, while bringing your vision to light with the Nikon D5600 today.

Proceedings of the Singaporean-French Ipal Symposium 2009 .

Computer Vision - ECCV 2012 Andrew Fitzgibbon, Svetlana Lazebnik, Pietro Perona, Yoichi Sato, Cordelia Schmid. 2012-09-26 The seven-volume set comprising LNCS volumes 7572-7578 constitutes the refereed proceedings of the 12th European Conference on Computer Vision, ECCV 2012, held in Florence, Italy, in October 2012. The 408 revised papers presented were carefully reviewed and selected from 1437 submissions. The papers are organized in topical sections on geometry, 2D and 3D shapes, 3D reconstruction, visual recognition and classification, visual features and image matching, visual monitoring: action and activities, models, optimisation, learning, visual tracking and image registration, photometry: lighting and colour, and image segmentation.

3-D Surface Geometry and Reconstruction: Developing Concepts and Applications Chandra Pati, Umesh. 2012-02-29 This book provides developers and scholars with an extensive collection of research articles in the expanding field of 3D reconstruction, investigating the concepts, methodologies, applications and recent developments in the field of 3D reconstruction--

Advances in Multimedia Information Processing - PCM 2017 Bing Zeng, Qingming Huang, Abdulmotaleb El Saddik, Hongliang Li, Shuqiang Jiang, Xiaopeng Fan. 2018-05-09 The two-volume set LNCS 10735 and 10736 constitutes the thoroughly refereed proceedings of the 18th Pacific-Rim Conference on Multimedia, PCM 2017, held in Harbin, China, in September 2017. The 184 full papers presented were carefully reviewed and selected from 264 submissions. The papers are organized in topical sections on: Best Paper Candidate; Video Coding; Image Super-resolution, Deblurring, and Dehazing; Person Identity and Emotion; Tracking and Action Recognition; Detection and Classification; Multimedia Signal Reconstruction and Recovery; Text and Line Detection/Recognition; Social Media; 3D and Panoramic Vision; Deep Learning for Signal Processing and Understanding; Large-Scale Multimedia Affective Computing; Sensor-enhanced Multimedia Systems; Content Analysis; Coding, Compression, Transmission, and Processing.

Urban and Regional Data Management Sisi Zlatanova, Hugo Ledoux, Elfriede M. Fendel, Massimo Rumor. 2011-09-05 Human activities as well as various natural phenomena change the environment and impact on the quality of life. Analysis of those dynamics is required for a better understanding of urban modifications, and to facilitate urban growth and development. Research related to the management of urban data has a long tradition. Through the years a variety of challenging research questions has been investigated related to the collection, storage, use and visualisation of the data representing the urban phenomena in a computer-based environment. The role of the citizens and their wellbeing has become a critical aspect in all research and development activities. Since 1971, the Urban Data Management Society (UDMS) has organized international symposia across Europe to promote the development of information systems at a local government level. Initially, the focus of these symposia was mostly on urban applications, but both regional and rural issues have grown in importance over the years. Nowadays, an important aim of UDMS is to provide a forum for people to discuss new approaches, to consider new technologies, and to share practical experiences in the field of urban data management. This book contains a selection of the best 19 out of 42 full papers that were submitted for UDMS 2011. The topics covered represent current trends

in urban and regional data management. Urban and Regional Data Management 2011 is divided in four parts: (1) 3D modeling and applications; (2) Data management for local government; (3) Environmental monitoring and assessment; (4) Remote sensing for urban applications, and will prove to be a useful source of information for urban, regional and rural data-related professionals, such as scholars, GIS engineers, geomatic professionals, photogrammetrists, land surveyors, mapping specialists, urban planners and researchers, as well as for postgraduate students and lecturers.

Video Processing and Computational Video Daniel Cremers, Marcus Magnor, Martin R. Oswald, Lihi Zelnik-Manor. 2011-11-10 With the swift development of video imaging technology and the drastic improvements in CPU speed and memory, both video processing and computational video are becoming more and more popular. Similar to the digital revolution in photography of fifteen years ago, today digital methods are revolutionizing the way television and movies are being made. With the advent of professional digital movie cameras, digital projector technology for movie theaters, and 3D movies, the movie and television production pipeline is turning all-digital, opening up numerous new opportunities for the way dynamic scenes are acquired, video footage can be edited, and visual media may be experienced. This state-of-the-art survey provides a compilation of selected articles resulting from a workshop on Video Processing and Computational Video, held at Dagstuhl Castle, Germany, in October 2010. The seminar brought together junior and senior researchers from computer vision, computer graphics, and image communication, both from academia and industry, to address the challenges in computational video. During this workshop, 43 researchers from all over the world discussed the state of the art, contemporary challenges, and future research in imaging, processing, analyzing, modeling, and rendering of real-world, dynamic scenes. The 8 thoroughly revised papers presented were carefully reviewed and selected from more than 30 lectures given at the seminar. The articles give a good overview of the field of computational video and video processing with a special focus on computational photography, video-based rendering, and 3D video.

Computer Vision -- ECCV 2010 Kostas Daniilidis, Petros Maragos, Nikos Paragios. 2010-08-30 The six-volume set comprising LNCS volumes 6311 until 6313 constitutes the refereed proceedings of the 11th European Conference on Computer Vision, ECCV 2010, held in Heraklion, Crete, Greece, in September 2010. The 325 revised papers presented were carefully reviewed and selected from 1174 submissions. The papers are organized in topical sections on object and scene recognition; segmentation and grouping; face, gesture, biometrics; motion and tracking; statistical models and visual learning; matching, registration, alignment; computational imaging; multi-view geometry; image features; video and event characterization; shape representation and recognition; stereo; reflectance, illumination, color; medical image analysis.

RGB-D Image Analysis and Processing Paul L. Rosin, Yu-Kun Lai, Ling Shao, Yonghuai Liu. 2019-10-26 This book focuses on the fundamentals and recent advances in RGB-D imaging as well as covering a range of RGB-D applications. The topics covered include: data acquisition, data quality assessment, filling holes, 3D reconstruction, SLAM, multiple depth camera systems, segmentation, object detection, saliency detection, pose estimation, geometric modelling, fall detection, autonomous driving, motor rehabilitation therapy, people counting and cognitive service robots. The availability of cheap RGB-D sensors has led to an explosion over the last five years in the capture and application of colour plus depth data. The addition of depth data to regular RGB images vastly increases the range of applications, and has resulted in a demand for robust and real-time processing of RGB-D data. There remain many technical challenges, and RGB-D image processing is an ongoing research area. This book covers the full state of the art, and consists of a series of chapters by internationally renowned experts in the field. Each chapter is written so as to provide a detailed overview of that topic. RGB-D Image Analysis and Processing will enable both students and professional developers alike to quickly get up to speed with contemporary techniques, and apply RGB-D imaging in their own projects.

Dense Image Correspondences for Computer Vision Tal Hassner, Ce Liu. 2015-11-21 This book describes the fundamental building-block of many new

computer vision systems: dense and robust correspondence estimation. Dense correspondence estimation techniques are now successfully being used to solve a wide range of computer vision problems, very different from the traditional applications such techniques were originally developed to solve. This book introduces the techniques used for establishing correspondences between challenging image pairs, the novel features used to make these techniques robust, and the many problems dense correspondences are now being used to solve. The book provides information to anyone attempting to utilize dense correspondences in order to solve new or existing computer vision problems. The editors describe how to solve many computer vision problems by using dense correspondence estimation. Finally, it surveys resources, code and data, necessary for expediting the development of effective correspondence-based computer vision systems.

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