《Computer Vision in H》

图书基本信息

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书籍目录

Multimodal Human Computer Interaction: A SurveyTracking Tracking Body Parts of Multiple People for Multi-person Multimodal Interface Articulated Body Tracking Using Dynamic Belief Propagation Recover Human Pose from Monocular Image Under Weak Perspective Projection A Joint System for Person Tracking and Face DetectionInterfacing Perceptive User Interface, a Generic Approach A Vision Based Game Control Method Mobile Camera-Based User InteractionEvent Detection Fast Head Tilt Detection for Human-Computer Interaction Attention Monitoring Based on Temporal Signal-Behavior Structures Action Recognition with Global Features 3D Human Action Recognition Using Spatio-temporal Motion TemplatesAugmented Reality Interactive Point-and-Click Segmentation for Object Removal in Digital Images Information Layout and Interaction Techniques on an Augmented Round Table On-Line Novel View Synthesis Capable of Handling Multiple Moving Objects.Hand and Gesture Resolving Hand over Face Occlusion Real-Time Adaptive Hand Motion Recognition Using a Sparse Bayesian Classifier Topographic Feature Mapping for Head Pose Estimation with Application to Facial Gesture Interfaces Accurate and Efficient Gesture Spotting via Pruning and Subgesture ReasoningApplications A Study of Detecting Social Interaction with Sensors in a Nursing Home Environment HMM Based Falling Person Detection Using Both Audio and Video Appearance Manifold of Facial ExpressionAuthor Index

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