Chapter 1 : Conference Series LLC Ltd: International Scientific and Medical Conferences

*Video Mining (The International Series in Video Computing) [Azriel Rosenfeld, David Doermann, Daniel DeMenthon] on www.nxgvision.com *FREE* shipping on qualifying offers. Traditionally, scientific fields have defined boundaries, and scientists work on research problems within those boundaries.*

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Chapter 2 : Exploration of Visual Data (The International Series in Video Computing) - Ebook pdf and epub

A unified 3D face processing framework. The generic face model. Shown as wire-frame model. Shown as shaded model. An example of range scanner data. Feature points defined on texture map. An example of customized face models. An example of marker layout for MotionAnalysis sys- tem. The markers of the Microsoft data [Guenter et al. The markers are shown as small white dots. The mesh is shown in two different viewpoints. The neutral face and deformed face corresponding to the first four MUs. The top row is frontal view and the bottom row is side view. NMF learned parts overlayed on the generic face model. The facial muscle distribution. The aligned facial muscle distribution. The parts over- layed on muscle distribution. The final parts de- composition. Three lower lips shapes deformed by three of the lower lips parts-based MUs respectively. The top row is the frontal view and the bottom row is the side view. The neutral face side view. The face deformed by one right cheek parts-based MU. The generic model in iFACE. A personalized face model based on the CyberwareT M scanner data. The feature points defined on generic model. Typical tracked frames and corresponding animated face models. The input image frames. The track- ing results visualized by yellow mesh overlayed on input images. The front views of the face model animated using tracking results. The side views of the face model animated using tracking results. In each row, the first image corresponds to neutral face. The synthesized face motion. The recon- structed video frame with synthesized face motion. The reconstructed video frame using H. The architecture of text driven talking face. Four of the key shapes. The top row images are front views and the bottom row images are the side views. The largest components of variances are a: The architecture of offline speech driven talking face. The architecture of a real-time speech-driven animation system based on formant analysis. Comparison of synthetic motions. The left figure is text driven animation and the right figure is speech driven animation. Horizontal axis is the number of frames; vertical axis is the intensity of motion. A face albedo map. Hybrid 3D face motion analysis system. The input video frame. The snapshot of the geometric tracking system. The extracted texture map Selected facial regions for feature extraction. Comparison of the proposed appearance feature ratio with non-ratio-image based appearance feature non- ratio in person-independent recognition test. Comparison of different algorithms in person-independent recognition test. Algorithm uses geometric feature only. Algorithm uses both geometric and ratio- image based appearance feature. Algorithm ap- plies unconstrained adaptation. Algorithm applies constrained adaptation. The results under different 3D poses. For both a and b: The results in a different lighting condition. Using constrained texture synthesis to reduce artifacts in the low dynamic range regions. The user interface of the face relighting software. The middle image is the input. The comparison of synthesized results and ground truth. The top row is the ground truth. The bottom row is synthesized result, where the middle image is the input. Interactive lighting editing by modifying the spheri- cal harmonics coefficients of the radiance environment map. Relighting under different lighting. Face to be relighted. From left to right, they are images from group 1 to group 5. Recognition error rate comparison of before relighting and after relighting on the Yale face database. Mapping visemes of a to b. For b , the first neutral image is the input, the other images are synthesized. The setting for the Wizard-of-Oz experiments a The interface for the student. Emotion inference based on video without audio track. Emotion inference based on audio track. Emotion inference based on video with audio track 1. Emotion inference based on video with audio track 2. Emotion inference based on video with audio track 3. Person-dependent confusionmatrix using the geometric- feature-only method Person-dependent confusion matrix using both geomet- ric and appearance features Comparison of the proposed approach with geometric- only method in person-dependent test. Performance comparisons between the face video coder and H. These sys- tems demand techniques for

processing information beyond text, such as visual and audio information. Among the visual information, human faces provide important cues of human activities. Thus they are useful for human-human communication, human-computer interaction HCI and intelligent video surveil- lance. These aspects will help an intelligent in- formation system interpret and deliver facial visual information, which is useful for effective interaction and automatic video surveillance. In the last few decades, many interesting and promising approaches have been proposed to investigate various aspects of 3D face processing, although all these areas are still subject of active research. This book introduces the frontiers of 3D face processing techniques. It reviews existing 3D face process- ing techniques, including techniques for 3D face geometry modeling, 3D face motion modeling, 3D face motion tracking and animation. Then it discusses a unified framework for face modeling, analysis and synthesis. In this framework, we first describe techniques for modeling static 3D face geometry in Chapter 2. Next, in Chapter 3 we present our geometric facial motion model derived from motion capture data. Then we discuss the geometric-model-based 3D face tracking and animation in Chapter 4 and Chapter 5, respectively. Experimental results on very low bit-rate face video coding, real-time speech-driven anima- tion are reported to demonstrate the efficacy of the geometric motion model. Because important appearance details are lost in the geometric motion model, we present a flexible appearance model in Chapter 6 to enhance the framework. In Chapter 9, we describe applications in which we apply the framework. Finally, we conclude this book with summary and comments on future work in 3D face processing framework. Particularly, we would like to thank the following people for discussions and collaborations which have influenced parts of the text: Pengyu Hong, Jilin Tu, Dr. Zicheng Liu and Dr. We would thank Dr. Heung-Yeung Shum and Dr. Yong Rui of Mi- crosoft Research for the face motion data.

Chapter 3 : Video Mining (The International Series in Video Computing) - Ebook pdf and epub

Video Mining (The International Series in Video Computing) - Kindle edition by Azriel Rosenfeld, David Doermann, Daniel DeMenthon. Download it once and read it on your Kindle device, PC, phones or tablets.

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Chapter 4 : IEEE International Conference on Data Mining

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