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Practical Multi-Projector Display Design Springer

The research in this area spans several traditional areas in computer science, including computer vision, computer graphics, image processing, human-computer interaction, and visualization tools. This book shows how to make such displays inexpensive, flexible, and commonplace by making them both perceptually and functionally seamless.

Distributed Video Sensor Networks University
Rochester Press

Large-scale video networks are of increasing importance in a wide range of applications. However, the development of automated techniques for aggregating and interpreting information from multiple video streams in real-life scenarios is a challenging area of research. Collecting the work of leading researchers from a broad range of disciplines, this timely text/reference offers an in-depth survey of the state of the art in distributed camera networks. The book addresses a broad spectrum of critical issues in this highly interdisciplinary field: current challenges and future directions; video processing and video understanding; simulation, graphics, cognition and video networks; wireless video sensor networks, communications and control; embedded cameras and real-time video analysis; applications of distributed video networks; and educational opportunities and curriculum-development. Topics and features: presents an overview of research in areas of motion analysis, invariants, multiple cameras for detection, object tracking and recognition, and activities in video networks; provides real-world applications of distributed video networks, including force protection, wide area activities, port security, and recognition in night-time environments; describes the challenges in graphics and simulation, covering virtual vision, network security, human activities, cognitive architecture, and displays; examines issues of multimedia networks, registration, control of cameras (in simulations and real networks), localization and bounds on tracking; discusses system aspects of video networks, with chapters on providing testbed environments, data collection on activities, new integrated sensors for airborne sensors, face recognition, and building sentient spaces; investigates educational opportunities and curriculum development from the perspective of computer science and electrical engineering. This unique text will be of great interest to researchers and graduate students of computer vision and pattern recognition, computer

graphics and simulation, image processing and embedded systems, and communications, networks and controls. The large number of example applications will also appeal to application engineers.

Ambient Intelligence A K Peters/CRC Press

Ambient Intelligence (Aml) is an integrating technology for supporting a pervasive and transparent infrastructure for implementing smart environments. Such technology is used to enable environments for detecting events and behaviors of people and for responding in a contextually relevant fashion. Aml proposes a multi-disciplinary approach for enhancing human machine interaction. Ambient Intelligence: A Novel Paradigm is a compilation of edited chapters describing current state-of-the-art and new research techniques including those related to intelligent visual monitoring, face and speech recognition, innovative education methods, as well as smart and cognitive environments. The authors start with a description of the iDorm as an example of a smart environment conforming to the Aml paradigm, and introduces computer vision as an important component of the system. Other computer vision examples describe visual monitoring for the elderly, classic and novel surveillance techniques using clusters of cameras installed in indoor and outdoor application domains, and the monitoring of public spaces. Face and speech recognition systems are also covered as well as enhanced LEGO blocks for novel educational purposes. The book closes with a provocative chapter on how a cybernetic system can be designed as the backbone of a human machine interaction.

Energy, Simulation-training, Ocean Engineering, and Instrumentation

This volume contains research papers reporting on the results of the Link Foundation Fellows in Energy, Simulation Training, and Ocean Engineering and Instrumentation. The work covers a wide variety of research topics carried out at leading universities and colleges. Brian J. Thompson is Provost Emeritus of the University of Rochester.

