

<<人工实际和TELE-存在Advance>>

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内容概要

This book constitutes the refereed proceedings of the 16th International Conference on Artificial Reality and Telexistence, ICAT 2006, held in Hangzhou, China in November/December 2006. The 138 revised full papers presented were carefully reviewed and selected from a total of 523 submissions. The papers are organized in topical sections on anthropomorphic intelligent robotics, artificial life, augmented reality, mixed reality, distributed and collaborative VR system, haptics, human factors of VR, innovative applications of VR, motion tracking, real time computer simulation, tools and technique for modeling VR systems, ubiquitous/wearable computing, virtual heritage, virtual medicine and health science, virtual reality, as well as VR interaction and navigation techniques.

书籍目录

Anthropomorphic Intelligent Robotics, Artificial Life Gesture Recognition Based on Context Awareness for Human-Robot Interaction Evolving Creatures in Virtual Ecosystems The Application of Affective Virtual Human in Intelligent Web Tutoring System Extracting Behavior Knowledge and Modeling Based on Virtual Agricultural Mobile Robot Human Motion Interpolation Using Space-Time Registration Multi-stream Based Rendering Resource Interception and Reconstruction in D3DPR for High-Resolution Display VirtualPhonepad: A Text Input Tool for Virtual Environments An Animation System for Imitation of Object Grasping in Virtual Reality Generating Different Realistic Humanoid Motion Handheld AR for Collaborative Edutainment VR-Based Simulation for the Learning of Gynaecological Examination Visual Perception Modeling for Intelligent Avatars Steering Behavior Model of Visitor NPCs in Virtual Exhibition Augmented Reality/Mixed Reality Scalable Architecture and Content Description Language for Mobile Mixed Reality Systems A Novel Sound Localization Experiment for Mobile Audio Augmented Reality Applications A Tangible User Interface for Remote Collaboration System Using Mixed Reality Multi-sensor Data Fusion Based on Fuzzy Integral in AR System AR Baseball Presentation System with Integrating Multiple Planar Markers An Efficient 3D Registration Method Using Markerless Image in AR-Based CNC Machining Simulation Shared Design Space: Sketching Ideas Using Digital Pens and a Large Augmented Tabletop Setup AR Table Tennis: A Video-Based Augmented Reality Sports GameDistributed and Collaborative VR System Haptics,Human Factors of VRInnovative Applications of VRMotion Tracking Real Time Computer Simulation Tools and Technique for Modeling VR Systems Ubiquitous/Wearable Computing Virtual Heritage,Virtual Medicine and Health Science Virtual RealityVR Interaction and Navigation Techniques Author Index

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