



Advances in Visual Computing: 4th International Symposium, ISVC 2008, Las Vegas, NV, USA, December 1-3, 2008, Proceedings, Part I (Lecture Notes in Computer Science)

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It is with great pleasure that we present the proceedings of the 4th International Symposium on Visual Computing (ISVC 2008) in Las Vegas, Nevada. ISVC offers a common umbrella for the four main areas of visual computing including vision, graphics, visualization, and virtual reality. Its goal is to provide a forum for researchers, scientists, engineers and practitioners throughout the world to present their latest research findings, ideas, developments and applications in the broader area of visual computing. This year, ISVC grew significantly; the program consisted of 15 oral sessions, 1 poster session, 8 special tracks, and 6 keynote presentations. The response to the call for papers was very strong; we received over 340 submissions for the main symposium from which we accepted 102 papers for oral presentation and 70 papers for poster presentation. Special track papers were solicited separately through the Organizing and Program Committees of each track. A total of 56 papers were accepted for oral presentation and 8 papers for poster presentation in the special tracks. All papers were reviewed with an emphasis on potential to contribute to the state of the art in the field. Selection criteria included accuracy and originality of ideas, clarity and significance of results, and presentation quality. The review process was quite rigorous, involving two to three independent blind reviews followed by several days of discussion. During the discussion period we tried to correct anomalies and errors that might have existed in the initial reviews.

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Editorial Review

From the Back Cover

The two volume set LNCS 5358 and LNCS 5359 constitutes the refereed proceedings of the 4th International Symposium on Visual Computing, ISVC 2008, held in Las Vegas, NV, USA, in December 2008.

The 102 revised full papers and 70 poster papers presented together with 56 full and 8 poster papers of 8 special tracks were carefully reviewed and selected from more than 340 submissions. The papers are organized in topical sections on computer graphics, visualization, shape/recognition, video analysis and event recognition, virtual reality, reconstruction, motion, face/gesture, and computer vision applications. The 8 additional special tracks address issues such as object recognition, real-time vision algorithm implementation and application, computational bioimaging and visualization, discrete and computational geometry, soft computing in image processing and computer vision, visualization and simulation on immersive display devices, analysis and visualization of biomedical visual data, as well as image analysis for remote sensing data.

Users Review

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Carol Castaneda:

Why don't make it to become your habit? Right now, try to ready your time to do the important work, like looking for your favorite e-book and reading a publication. Beside you can solve your problem; you can add your knowledge by the e-book entitled Advances in Visual Computing: 4th International Symposium, ISVC 2008, Las Vegas, NV, USA, December 1-3, 2008, Proceedings, Part I (Lecture Notes in Computer Science). Try to the actual book Advances in Visual Computing: 4th International Symposium, ISVC 2008, Las Vegas, NV, USA, December 1-3, 2008, Proceedings, Part I (Lecture Notes in Computer Science) as your friend. It means that it can to be your friend when you feel alone and beside that course make you smarter than before. Yeah, it is very fortunated for you personally. The book makes you more confidence because you can know almost everything by the book. So , let's make new experience as well as knowledge with this book.

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Daniel Padilla:

The book untitled Advances in Visual Computing: 4th International Symposium, ISVC 2008, Las Vegas, NV, USA, December 1-3, 2008, Proceedings, Part I (Lecture Notes in Computer Science) contain a lot of information on the item. The writer explains the girl idea with easy means. The language is very simple to implement all the people, so do definitely not worry, you can easy to read the item. The book was written by famous author. The author brings you in the new age of literary works. You can easily read this book because you can keep reading your smart phone, or program, so you can read the book throughout anywhere and anytime. In a situation you wish to purchase the e-book, you can available their official web-site in addition to order it. Have a nice go through.

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