Invited Paper

Mesh Editing Based on Discrete Laplace and Poisson Models

Geometry and Modeling

Efficient Rendering of High-Detailed Objects Using a Reduced Multi-resolution Hierarchy

Mesh Retrieval by Components

Terrain Synthesis By-Example

Collaboration on Scene Graph Based 3D Data

Rendering

A Progressive Refinement Approach for the Visualisation of Implicit Surfaces

Diffusion Based Photon Mapping

An Incremental Weighted Least Squares Approach to Surface Lights Fields

Animation and Simulation

Motion Map Generation for Maintaining the Temporal Coherence of Brush Strokes

Interactive Environments

Distributed 3D Information Visualization - Towards Integration of the Dynamic 3D Graphics and Web Services

Interactive Editing of Live Visuals

Image Formation and Processing

Tolerance-Based Feature Transforms

A Unified Theory for Steerable and Quadrature Filters

Image Analysis

Generalised Principal Component Analysis: Exploiting Inherent Parameter Constraints

Ellipse Detection in Digital Image Data Using Geometric Features

A Comparison of Wavelet-Based and Ridgelet-Based Texture Classification of Tissues in Computed Tomography

Color Segmentation of Complex Document Images

Improved Reconstruction of Images Distorted by Water Waves

Image Understanding

Pose Estimation Using Structured Light and Harmonic Shape Contexts

Cognitive Vision and Perceptual Grouping by Production Systems with Blackboard Control - An Example for High-Resolution SAR-Images

Occlusion Invariant Face Recognition Using Two-Dimensional PCA

Multidirectional Face Tracking with 3D Face Model and Learning Half-Face Template

Representing Directions for Hough Transforms

Motion, Tracking and Stereo Vision

Dense Stereo Matching with Growing Aggregation and Neural Learning

Improving Appearance-Based 3D Face Tracking Using Sparse Stereo Data

3D Tracking Using 2D-3D Line Segment Correspondence and 2D Point Motion

Vision-Based Tracking System for Head Motion Correction in FMRI Images

Learning Nonlinear Manifolds of Dynamic Textures