



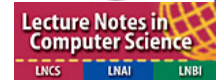
Call for Registration

III Workshop on Articulated Motion and Deformable Objects (AMDO'2004)

Palma de Mallorca,

22-24 September, 2004

<http://dmi.uib.es/research/GV/amdo2004>



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F. J. Perales

Dept. Matemàtiques i Informàtica.
Universitat de les Illes Balears (UIB)

TC4 IAPR Chair

B. A. Draper

Department of Computer Science
Colorado State University

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Buades, J. M., Abasolo M.J.
(Computer Graphics & Vision Group,
Dep. Math & Computer Science, UIB)

Note. The best papers selected will be considered to publish as an extended a new version in a multimedia and monographic edition in an electronic important newsletter (ELCVIA, <http://elcvia.cvc.uab.es/>)

The International Association for Pattern Recognition (IAPR, the Technical Committee TC4), the Spanish Association for Pattern Recognition and Image Analysis (AERFAI), the Eurographics Association (EG) and the Mathematics and Computer Science Department of UIB are organising the third international workshop **AMDO'2004** that will take place in Palma de Mallorca. The workshop aims at promoting interaction and collaboration not only among researchers working directly in the areas covered by the Technical Committee but also among those specialising in other related fields; those using computer graphics or applications that combine synthetic and analytical images. It is a particular interest to encourage links between research in areas of computer vision and computer graphics that share common problems and frequently use similar techniques.

In this particular edition the topics related with virtual and augmented reality applications with human interaction without invasive devices will be specially considered.

The AMDO2004 will consist in three days of lecture sessions, both regular and invited presentations and tutorials. The conference fee (350€) includes a social program (conference dinner, coffee breaks, snacks and cultural activities). Students (175€) and IAPR members can register at a reduced fee.

TOPICS INCLUDED

- Geometric and Physical Deformable Models
- Motion Analysis. Articulated Models and Animation
- Modelling and Visualisation of Deformable Models
- Single or Multiple Human Motion Analysis and Synthesis
- Human Face Modelling, Tracking, Recovering and Recognition
- Deformable Models Applications and Motion Analysis Applications
- Virtual and Augmented Reality. Haptics Devices, Biometrics Techniques

TUTORIAL AND INVITED SPEAKERS:

Tutorial 1 : Geometric and Physic-Based deformable models. M Gonzalez, M. Mascaro P. (UIB), A. Susin (UPC).

Tutorial 2: Realistic Facial Animation & Face Cloning: Related Image, Analysis and Processing Fundamentals. A. de Andrés (VICOM Tech), F. Perales (UIB).

Tutorial 3: Advanced Virtual Reality and Augmented Techniques. M. J. Abasolo, X. Varona, F. Perales (UIB).

Invited Speakers:

Prof. Bruce Draper

Title: Using A Generalized Linear Mixed Model to Study the Configuration Space of a PCA+LDA Human Face Recognition Algorithm
Dep. Computer Science, Colorado University. USA

Prof. Pere Brunet

Title: Discrete Techniques for Real-Time Inspection and Interaction in Virtual Reality. Dept. Lenguajes y Sistemas, UPC, Spain

Prof. Richard Bowden. Title: Progress in Sign and Gesture Recognition, CVSSP, EPS, University of Surrey, UK

IMPORTANT DEADLINES:

Late registration

July-August 2004

III AMDO2004

22-24 September 2004

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