



2016 International Conference on Cyberworlds (CW) : proceedings : 28-30 September 2016, Chongqing, China /

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editor

Monografía

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Contenido: A Privacy-Sensitive Approach for Group Convergence in Location-Based Services," -- A Rapid Modeling Method for 3D Architectural Scene," -- An Affective Video Generation System Supporting Impromptu Musical Performance," -- Detail-Preserving 3D Shape Modeling from Raw Volumetric Dataset via Hessian-Constrained Local Implicit Surfaces Optimization," -- Non-parametric Camera-Based Calibration of Optical See-Through Glasses for AR Applications,"M. -- Exploration of Natural Free-Hand Interaction for Shape Modeling Using Leap Motion Controller," -- Haptic Interaction with a Polygon Mesh Reconstructed from Images," -- Interactive Screenspace Stream-Compaction Fragment Rendering of Direct Illumination from Area Lights," -- Virtual-Real Fusion with Dynamic Scene from Videos," -- Painterly Image Generation Using Scene-Aware Style Transferring," -- Procedural Modeling of Round Building Geometry," -- A Pleasurable Persuasive Model for E-Fitness System," -- The Design of Man-Machine Finger-Guessing Game Based on the Hand Gesture of the IntelliSense," -- A Workspace Modeling Approach for Multi-finger Hands," -- Normal Guided Data-Driven Semantic Modeling from a Single Indoor Image," -- A Dynamic Network Layout Visualization Method Based on Structural Similarity," -- Bending Modeling Based on the Mean Curvature for Cloth Simulation," -- SeeGroove2:

An Orbit Metaphor for Interactive Groove Visualization," -- Classification Algorithms to Predict Students' Extraversion-Introversion Traits," -- Development of Geometrical Functions in Graph Data Using the Cellular Data System and Their Application to Route Search Logic," -- Adapting Time Steps for SPH Cloth-Fluid Coupling," -- An Improved HITS Algorithm Based on Analysis of Web Page Links and Web Content Similarity," -- Quantitative Model for Dynamic Analysis of Resilience of Interacting Systems,"S. -- Hybrid Recommender System Using Semi-supervised Clustering Based on Gaussian Mixture Model," -- Farmland Scene Classification Based on Convolutional Neural Network," -- Facial Expression Recognition with CNN Ensemble," -- An Implicit Interaction Modeling Method for Smart TV," -- An Iterative Maximum Entropy Thresholding Algorithm," -- Dynamic Crowd Emotion Contagion Simulation with GPU Acceleration," -- Multi-view Metric Learning for Multi-view Video Summarization," -- An Approach of Noisy Color Iris Segmentation Based on Hybrid Image Processing Techniques," -- Occlusion Detection and Localization from Kinect Depth Images," -- Overt Mental Stimuli of Brain Signal for Person Identification," -- Changing Movement Pattern of Artificial Characters in Isometric Space," -- StoryCake: A Hierarchical Plot Visualization Method for Storytelling in Polar Coordinates," -- Automatic Generation of Personal Virtual Museum," -- StarWatch 2.0: RFI Filter for SETI Signals," -- Improvement of an Interactive Media System "RAKUGACKY"," -- Mesh Simplification Using Hybrid Saliency," -- Individual Time-Stepping for Rigid-Fluid Coupling of Particle Based Fluids," -- Multi-semantic Video Annotation with Semantic Network," -- Interactive Visual Analysis on Large Attributed Networks," -- A Pose-Driven Physically-Based Interactive System Using Kinect," -- Neuroscience Based Design: Fundamentals and Applications,"

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