[Ebook free] Visual Event Detection (The International Series in Video Computing)

Visual Event Detection (The International Series in Video Computing)

Von Niels Haering, Niels da Vitoria Lobo
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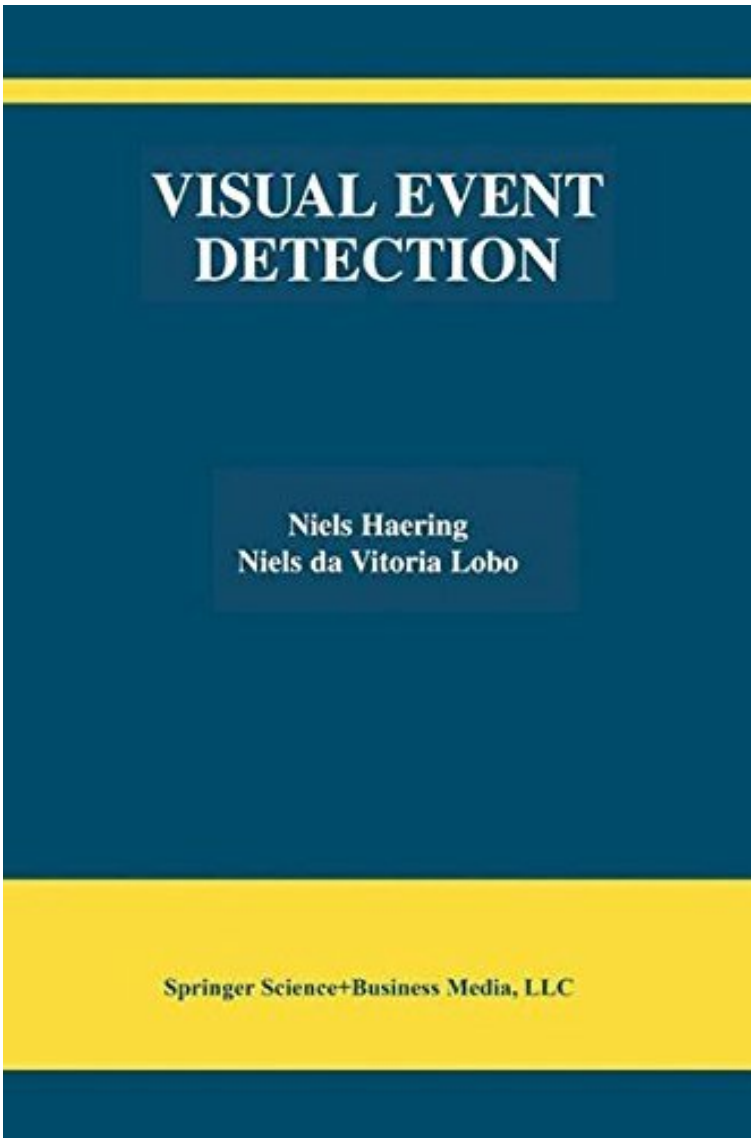

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Von Niels Haering, Niels da Vitoria Lobo : Visual Event Detection (The International Series in Video Computing) before purchasing it in order to gage whether or not it would be worth my time, and all praised Visual Event Detection (The International Series in Video Computing):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. reviewVon jogileA book explains (front to end) few projects of event detection in visual surveillance. They use many

different features to describe videos, and test them in few different scenarios (detecting hunting - from nature documentary, rocket launch, landing).Because there are no learning material on the subject, this could be good start. But way too expensive for amount of information there.

KurzbeschreibungTraditionally, scientific fields have defined boundaries, and scientists work on research problems within those boundaries. However, from time to time those boundaries get shifted or blurred to evolve new fields. For instance, the original goal of computer vision was to understand a single image of a scene, by identifying objects, their structure, and spatial arrangements. This has been referred to as image understanding. Recently, computer vision has gradually been making the transition away from understanding single images to analyzing image sequences, or video understanding. Video understanding deals with understanding of video sequences, e. g. , recognition of gestures, activities, facial expressions, etc. The main shift in the classic paradigm has been from the recognition of static objects in the scene to motion-based recognition of actions and events. Video understanding has overlapping research problems with other fields, therefore blurring the fixed boundaries. Computer graphics, image processing, and video databases have obvious overlap with computer vision. The main goal of computer graphics is to gener ate and animate realistic looking images, and videos. Researchers in computer graphics are increasingly employing techniques from computer vision to gen erate the synthetic imagery. A good example of this is image-based rendering and modeling techniques, in which geometry, appearance, and lighting is de rived from real images using computer vision techniques. Here the shift is from synthesis to analysis followed by synthesis.KurzbeschreibungTraditionally, scientific fields have defined boundaries, and scientists work on research problems within those boundaries. However, from time to time those boundaries get shifted or blurred to evolve new fields. For instance, the original goal of computer vision was to understand a single image of a scene, by identifying objects, their structure, and spatial arrangements. This has been referred to as image understanding. Recently, computer vision has gradually been making the transition away from understanding single images to analyzing image sequences, or video understanding. Video understanding deals with understanding of video sequences, e. g. , recognition of gestures, activities, facial expressions, etc. The main shift in the classic paradigm has been from the recognition of static objects in the scene to motion-based recognition of actions and events. Video understanding has overlapping research problems with other fields, therefore blurring the fixed boundaries. Computer graphics, image processing, and video databases have obvious overlap with computer vision. The main goal of computer graphics is to gener ate and animate realistic looking images, and videos. Researchers in computer graphics are increasingly employing techniques from computer vision to gen erate the synthetic imagery. A good example of this is image-based rendering and modeling techniques, in which geometry, appearance, and lighting is de rived from real images using computer vision techniques. Here the shift is from synthesis to analysis followed by synthesis.Synopsis This book is one of the first books to focus on visual event detection. It demonstrates that computer vision research has matured to a point where meaningful visual event detection can be achieved. The authors propose that the exact object and motion information is not necessary to achieve video event detection. They show that some visual events are sufficiently described by little more than the broad categories of the constituent objects and their qualitative motions. "The Video Computing" book series provides a forum for the dissemination of innovative research results for computer vision, image processing, database and computer graphics researchers. "Visual Event Detection" will be of interest to those working in video analysis, video understanding, video compression, image understanding, and artificial intelligence.