《人机交互中的姿势与手势语言/会议录》

图书基本信息

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内容概要

This book constitutes the thoroughly refereed post-proceedings of the 5th International Workshop on Gesture and Sign Languages Based Human-Computer Interaction, GW 2003, held in Genova, Italy in April 2003. The 51 revised papers presented were carefully selected from numerous submissions during two rounds of reviewing and improvement. The papers are organized in topical sections on foundational issues, gesture tracking, gesture recognition, gesture notation and synthesis, multimodal gestural interfaces, and gestures in multimedia and performing arts.

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书籍目录

Foundational Issues Gesture Analysis: Invariant Laws in Movement The Features People Use to Recognize Human Movement Style Multimodal Analysis of Expressive Gesture in Music and Dance Performances Correlation of Gestural Musical Audio Cues and Perceived Expressive Qualities Gestural Imagery in the Service of Musical Imagery The Interaction of Iconic Gesture and Speech in Talk Conceptual and Lexical Factors in the Production of Speech and Conversational Gestures: Neuropsychological Evidence The Communicative System of Touch. Alphabet, Lexicon,and Norms of Use Some Issues in Sign Language Processing Multimodality and Gestures in the Teacher's Communication Deixis in Multimodal Human Computer Interaction:An Interdisciplinary Approach The Analysis of Gesture: Establishing a Set of ParametersGesture Tracking Holistic Body Tracking for Gestural Interfaces Recovering Articulated Motion with a Hierarchical Factorization Method An Experimental Comparison of Trajectory-Based and History-Based Representation for Gesture Recognition Tracking of Real Time Acrobatic Movements by Image Processing A Dynamic Model for Real-Time Tracking of Hands in Bimanual MovementsGesture Recognition Robust Video-Based Recognition of Dynamic Head Gestures in Various Domains - Comparing a Rule-Based and a Stochastic Approach Remote Vision-Based Multi-type Gesture Interaction Model-Based Motion Filtering for Improving Arm Gesture Recognition Performance GesRec3D: A Real-Time Coded Gesture-to-Speech System with Automatic Segmentation and Recognition Thresholding Using Dissimilarity Measures Classification of Gesture with Layered Meanings Handshapes and Movements:Multiple-Channel American Sign Language Recognition Hand Postures Recognition in Large-Display VR Environments ……Gesture Notation and SynthesisMultimodal Gestural InterfacesGesture in Multimedia amd Performing ArtsAuthor Index

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