

3d Cad Model Retrieval Based On Multiple Levels Of Detail

Advances in Multimedia Information Processing - PCM 2004
Advances on Mechanics, Design Engineering and Manufacturing
Communication Systems and Information Technology
Customer Knowledge Management: People, Processes, and Technology
2019 IEEE ACS 16th International Conference on Computer Systems and Applications (AICCSA)
State of the Art Virtual Reality and Augmented Reality Knowhow
Advances in Visual Computing
Advances in Mechanical Design
Dissertation Abstracts International
Modeling Decisions for Artificial Intelligence
Proceedings 3D Object Processing
AutoCAD For Dummies
3d Automotive Modeling
Index to Theses with Abstracts
Accepted for Higher Degrees by the Universities of Great Britain and Ireland and the Council for National Academic Awards
View-based 3-D Object Retrieval
Software Engineering and Knowledge Engineering: Theory and Practice
Advances in Visual Information Systems
Computer Vision/Computer Graphics Collaboration Techniques
Visual Form 2001
Advanced CAD Modeling
Research and Advanced Technology for Digital Libraries
3D Face Modeling, Analysis and Recognition
Representations and Techniques for 3D Object Recognition and Scene Interpretation
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International Aerospace Abstracts
Proceedings of the ACM SIGMM International Workshop on Multimedia Information Retrieval
Trends in Intelligent Systems and Computer Engineering
Computational Vision and Bio Inspired Computing
The Electronic Design Studio
Advanced Information and Computer Technology in Engineering and Manufacturing, Environmental Engineering
Transactions on Edutainment XI
Medical Content-Based Retrieval for Clinical Decision Support
Introduction to Information Retrieval
4D CAD and Visualization in Construction
Toward Category-Level Object Recognition

Advances in Multimedia Information Processing - PCM 2004

Advances on Mechanics, Design Engineering and Manufacturing

This book constitutes the thoroughly refereed post-proceedings of the 9th International Conference on Visual Information Systems, VISUAL 2007, held in Shanghai, China, in June 2007. The papers are organized in topical section on image and video retrieval, visual biometrics, intelligent visual information processing, visual data mining, ubiquitous and mobile visual information systems, semantics, 2D/3D graphical visual data retrieval, and applications of visual information systems.

Communication Systems and Information Technology

The two volume set LNCS 5358 and LNCS 5359 constitutes the refereed

proceedings of the 4th International Symposium on Visual Computing, ISVC 2008, held in Las Vegas, NV, USA, in December 2008. The 102 revised full papers and 70 poster papers presented together with 56 full and 8 poster papers of 8 special tracks were carefully reviewed and selected from more than 340 submissions. The papers are organized in topical sections on computer graphics, visualization, shape/recognition, video analysis and event recognition, virtual reality, reconstruction, motion, face/gesture, and computer vision applications. The 8 additional special tracks address issues such as object recognition, real-time vision algorithm implementation and application, computational bioimaging and visualization, discrete and computational geometry, soft computing in image processing and computer vision, visualization and simulation on immersive display devices, analysis and visualization of biomedical visual data, as well as image analysis for remote sensing data.

Customer Knowledge Management: People, Processes, and Technology

Although we now have sophisticated algorithms and techniques for determining the shapes and sizes and for matching the fit between shoes and feet, few, if any, of the books currently available cover these new technologies until now. Bringing together high-quality and state-of-the-art contributions from designers, biomechanists, ergonomists, engineers, podiatrists, and scientists from industry and academia, *The Science of Footwear* provides an in-depth understanding of the technology and techniques involved in the design and development of a popular and demanding consumer product. This book introduces the design, development, manufacturing, and marketing of footwear. The chapters contain data from past research and the state-of-the-art methodologies. They not only cover every aspect of the product design, but also how the footwear industry caters to the wide-ranging needs of sophisticated and demanding customers. The footwear industry has rapidly changed over the last 10 years. Mass production has changed to personalization and mass customization, areas that are not well-understood. This book explores these different concepts in a coherent way, drawing on differing views that give a holistic view of the science behind footwear. Collating information from different disciplines, the book provides the tools to develop the next generation of footwear.

2019 IEEE ACS 16th International Conference on Computer Systems and Applications (AICCSA)

This volume includes extended and revised versions of a set of selected papers from the International Conference on Electric and Electronics (EEIC 2011), held on June 20-22, 2011, which is jointly organized by Nanchang University, Springer, and IEEE IAS Nanchang Chapter. The objective of EEIC 2011 Volume 4 is to provide a major interdisciplinary forum for the presentation of new approaches from Communication Systems and Information Technology, to foster integration of the latest developments in scientific research. 137 related topic papers were selected into this volume. All the papers were reviewed by 2 program committee members and selected by the volume editor Prof. Ming Ma. We hope every participant can have a good opportunity to exchange their research ideas and results and to

discuss the state of the art in the areas of the Communication Systems and Information Technology.

State of the Art Virtual Reality and Augmented Reality Knowhow

This volume is a post-event proceedings volume and contains selected papers based on presentations given, and vivid discussions held, during two workshops held in Taormina in 2003 and 2004. The 30 thoroughly revised papers presented are organized in the following topical sections: recognition of specific objects, recognition of object categories, recognition of object categories with geometric relations, and joint recognition and segmentation.

Advances in Visual Computing

Welcome to the proceedings of the 5th Pacific Rim Conference on Multimedia (PCM 2004) held in Tokyo Waterfront City, Japan, November 30–December 3, 2004. Following the success of the preceding conferences, PCM 2000 in Sydney, PCM 2001 in Beijing, PCM 2002 in Hsinchu, and PCM 2003 in Singapore, the 5th PCM brought together the researchers, developers, practitioners, and educators in the field of multimedia. Theoretical breakthroughs and practical systems were presented at this conference, thanks to the support of the IEEE Circuits and Systems Society, IEEE Region 10 and IEEE Japan Council, ACM SIGMM, IEICE and ITE. PCM2004 featured a comprehensive program including keynote talks, regular paper presentations, posters, demos, and special sessions. We received 385 papers and the number of submissions was the largest among recent PCMs. Among such a large number of submissions, we accepted only 94 oral presentations and 176 poster presentations. Seven special sessions were also organized by world-leading researchers. We kindly acknowledge the great support provided in the reviewing of submissions by the program committee members, as well as the additional reviewers who generously gave their time. The many useful comments provided by the reviewing process must have been very valuable for the authors' work. This conference would never have happened without the help of many people. We greatly appreciate the support of our strong organizing committee chairs and advisory chairs. Among the chairs, special thanks go to Dr. Ichiro Ide and Dr. Takeshi Naemura who smoothly handled publication of the proceedings with Springer. Dr. Kazuya Kodama did a fabulous job as our Web master.

Advances in Mechanical Design

This is the proceedings of the International Conference On Computational Vision and Bio Inspired Computing (ICCVBIC 2017) held at RVS Technical Campus, September 21-22, 2017. It includes papers on state of the art innovations in bio-inspired computing applications, where new algorithms and results are produced and described. Additionally, this volume addresses evolutionary computation paradigms, artificial neural networks and biocomputing. It focuses mainly on research based on visual interference on the basis of biological images. Computation of data sources also plays a major role in routine day-to-day life for the purposes such as video transmission, wireless applications, fingerprint

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recognition and processing, big data intelligence, automation, human centric recognition systems. With the advantage of processing bio-inspired computations, a variety of computational paradigms can be processed. Finally, this book also treats the formation of neural networks by enabling local connectivity within it with the aid of vision sensing elements. The work also provides potential directions for future research.

Dissertation Abstracts International

State-of-the-Art Virtual Reality and Augmented Reality Knowhow is a compilation of recent advancements in digital technologies embracing a wide arena of disciplines. Amazingly, this book presents less business cases of these emerging technologies, but rather showcases the scientific use of VR/AR in healthcare, building industry and education. VR and AR are known to be resource intensive, namely, in terms of hardware and wearables - this is covered in a chapter on head-mounted display (HMD). The research work presented in this book is of excellent standard presented in a very pragmatic way; readers will appreciate the depth and breadth of the methodologies and discussions about the findings. We hope it serves as a springboard for future research and development in VR/AR and stands as a lighthouse for the scientific community.

Modeling Decisions for Artificial Intelligence

Proceedings

3D Face Modeling, Analysis and Recognition presents methodologies for analyzing shapes of facial surfaces, develops computational tools for analyzing 3D face data, and illustrates them using state-of-the-art applications. The methodologies chosen are based on efficient representations, metrics, comparisons, and classifications of features that are especially relevant in the context of 3D measurements of human faces. These frameworks have long-term utility in face analysis, taking into account the anticipated improvements in data collection, data storage, processing speeds, and application scenarios expected as the discipline develops further. The book covers face acquisition through 3D scanners and 3D face pre-processing, before examining the three main approaches for 3D facial surface analysis and recognition: facial curves; facial surface features; and 3D morphable models. Whilst the focus of these chapters is fundamentals and methodologies, the algorithms provided are tested on facial biometric data, thereby continually showing how the methods can be applied. Key features:

- Explores the underlying mathematics and will apply these mathematical techniques to 3D face analysis and recognition
- Provides coverage of a wide range of applications including biometrics, forensic applications, facial expression analysis, and model fitting to 2D images
- Contains numerous exercises and algorithms throughout the book

3D Object Processing

The construction enterprise is being transformed by visual modelling. Tools such as

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3D/4D CAD and virtual reality are now in widespread use in construction. This book is both a survey of the changes being made in practice and a detailed guide to future directions for research and development. This book features a number of detailed case studies and

AutoCAD For Dummies

This volume contains contributions from participants in the 2007 International Multiconference of Engineers and Computer Scientists. It covers a variety of subjects in the frontiers of intelligent systems and computer engineering and their industrial applications. The book offers up-to-date information on advances in intelligent systems and computer engineering and also serves as an excellent reference work for researchers and graduate students working in the field.

3d Automotive Modeling

This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. The 24 papers presented in this 11th issue were organized in four parts dealing with: object reconstruction and management; graphics; VR/AR; and applications.

Index to Theses with Abstracts Accepted for Higher Degrees by the Universities of Great Britain and Ireland and the Council for National Academic Awards

This book constitutes the refereed proceedings of the 4th International Workshop on Visual Form, IWVF-4, held in Capri, Italy, in May 2001. The 66 revised full papers presented together with seven invited papers were carefully reviewed and selected from 117 submissions. The book covers theoretical and applicative aspects of visual form processing. The papers are organized in topical sections on representation, analysis, recognition, modelling and retrieval, and applications.

View-based 3-D Object Retrieval

Simple steps for creating AutoCAD drawings AutoCAD is the ubiquitous tool used by engineers, architects, designers, and urban planners to put their ideas on paper. It takes some AutoCAD know-how to go from a brilliant idea to a drawing that properly explains how brilliant your idea is. AutoCAD For Dummies helps you de-mystify the handy software and put the tools in AutoCAD to use. Written by an experienced AutoCAD engineer and mechanical design instructor, it assumes no previous computer-aided drafting experience as it walks you through the basics of starting projects and drawing straight lines all the way up through 3D modeling. Conquer the first steps in creating an AutoCAD project Tackle drawing basics including straight lines and curves Add advanced skills including 3D drawing and

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modeling Set up a project and move into 3D It's true that AutoCAD is tough, but with the friendly instruction in this hands-on guide, you'll find everything you need to start creating marvelous models—without losing your cool.

Software Engineering and Knowledge Engineering: Theory and Practice

2012 International Conference on Software Engineering, Knowledge Engineering and Information Engineering (SEKEIE 2012) will be held in Macau, April 1-2, 2012 . This conference will bring researchers and experts from the three areas of Software Engineering, Knowledge Engineering and Information Engineering together to share their latest research results and ideas. This volume book covered significant recent developments in the Software Engineering, Knowledge Engineering and Information Engineering field, both theoretical and applied. We are glad this conference attracts your attentions, and thank your support to our conference. We will absorb remarkable suggestion, and make our conference more successful and perfect.

Advances in Visual Information Systems

Selected, peer reviewed papers from the 2013 International Conference on Advances in Materials Science and Manufacturing Technology (AMSMT 2013), May 18-19, 2013, Xiamen, Fujian, China

Computer Vision/Computer Graphics Collaboration Techniques

Master techniques from top automotive designers and world-class game developers with this insider's guide to designing and modeling 3D vehicles. With techniques demonstrated in 3ds Max, Maya, XSI, and Photoshop, "3D Automotive Modeling" starts with a fantastic series of hot concept designs and continues by offering a full hands-on modeling tutorial for each. Some of the very best designers and modelers from across the globe take you through their processes step-by-step, giving you the tips, tricks, and short-cuts that true professionals use. "3D Automotive Modeling" features tutorials from Honda, Toyota, and Mercedes-Benz designers, as well as modelers from Sony Computer Entertainment, Lucas Arts, and Simbin-artists who have worked on some of the biggest games in the industry, including the MotorStorm series. You will get: insider tips from a team of noted professionals, led by author Andrew Gahan, part of the award-winning game team behind the PlayStation 3 smash hit series, MotorStorm; all tutorial files, models, textures, blueprints, and concept images on the associated web site; and, access to a vibrant forum on the web site where you can discuss and share your work and get feedback from the pros.

Visual Form 2001

Advanced CAD Modeling

This book constitutes the refereed proceedings of the Second International

Conference on Modeling Decisions for Artificial Intelligence, MDAI 2005, held in Tsukuba, Japan in July 2005. The 40 revised full papers presented together with an introduction by the editors and 4 invited lectures were thoroughly reviewed and selected from 118 submissions. The papers are devoted to theory and tools for modeling decisions, as well as applications that encompass decision making processes and information fusion techniques. Special focus is given to applications related with risk, security and safety.

Research and Advanced Technology for Digital Libraries

Held in Wuhan of China from August 20–21, 2016, the 2016 International Conference on Mechatronics and Manufacturing Technologies (MMT2016) provides an excellent international academic forum for all the researchers and practitioners to share resources, exchange opinions and inspire studying. The conference enjoys a wide spread participation among all over the universities and research institutes. It provides a broad overview of the latest research results on related fields and also a significant platform for academic connection and exchange. MMT2016 proceedings collects together 96 articles, after peer-review, to report on state-of-art developments of mechanical engineering based on originality, significance and clarity for the purpose of the Conference.

3D Face Modeling, Analysis and Recognition

Content-based 3-D object retrieval has attracted extensive attention recently and has applications in a variety of fields, such as, computer-aided design, tele-medicine, mobile multimedia, virtual reality, and entertainment. The development of efficient and effective content-based 3-D object retrieval techniques has enabled the use of fast 3-D reconstruction and model design. Recent technical progress, such as the development of camera technologies, has made it possible to capture the views of 3-D objects. As a result, view-based 3-D object retrieval has become an essential but challenging research topic. View-based 3-D Object Retrieval introduces and discusses the fundamental challenges in view-based 3-D object retrieval, proposes a collection of selected state-of-the-art methods for accomplishing this task developed by the authors, and summarizes recent achievements in view-based 3-D object retrieval. Part I presents an Introduction to View-based 3-D Object Retrieval, Part II discusses View Extraction, Selection, and Representation, Part III provides a deep dive into View-Based 3-D Object Comparison, and Part IV looks at future research and developments including Big Data application and geographical location-based applications. Systematically introduces view-based 3-D object retrieval, including problem definitions and settings, methodologies, and benchmark testing beds Discusses several key challenges in view-based 3-D object retrieval, and introduces the state-of-the-art solutions Presents the progression from general image retrieval techniques to view-based 3-D object retrieval Introduces future research efforts in the areas of Big Data, feature extraction, and geographical location-based applications

Representations and Techniques for 3D Object Recognition and Scene Interpretation

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The arrival, and continuing evolution, of high quality 3D objects has been made possible by recent progress in 3D scanner acquisition and 3D graphics rendering. With this increasing quality comes a corresponding increase in the size and complexity of the data files and the necessity for advances in compression techniques. Effective indexing to facilitate the retrieval of the 3D data is then required to efficiently store, search and recapture the objects that have been compressed. The application of 3D images in fields such as communications, medicine and the military also calls for copyright protection, or watermarking, to secure the data for transmission. Written by expert contributors, this timely text brings together the three important and complementary topics of compression, retrieval and watermarking techniques for 3D objects. 3D object processing applications are developing rapidly and this book tackles the challenges and opportunities presented, focusing on the secure transmission, sharing and searching of 3D objects on networks, and includes: an introduction to the commonly used 3D representation schemes; the characteristics, advantages and limitations of polygonal meshes, surface based models and volumetric models; 3D compression techniques; the 3D coding and decoding schemes for reducing the size of 3D data to reduce transmission time and minimize distortion; state of the art responses to the intrinsic challenges of building a 3D-model search engine, considering view-based, structural and full-3D approaches; watermarking techniques for ensuring intellectual property protection and content security without altering the visual quality of the 3D object. 3D Object Processing: Compression, Indexing and Watermarking is an invaluable resource for graduate students and researchers working in signal and image processing, computer aided design, animation and imaging systems. Practising engineers who want to expand their knowledge of 3D video objects, including data compression, indexing, security, and copyrighting of information, will also find this book of great use.

Mechatronics And Manufacturing Technologies - Proceedings Of The International Conference (Mmt 2016)

The Science of Footwear

Designed to introduce new technologies to students, instructors, manufacturing engineers, supervisors and managers, this ready reference includes many new manufacturing technologies for those who do not have time to undertake the necessary research. Each topic addresses the following points: a brief description of the technology and where it is used the underlying theory and principles and how the technology works where the technology can be used and what conventional process it may replace the requirements necessary to make it work and some possible pitfalls advantages and disadvantages successful application areas. This state-of-the-art book is sure to be an effective resource for anyone wanting to stay up to date with the very latest technologies in manufacturing.

Advances in Image and Video Technology

This book constitutes the refereed proceedings of the Second Pacific Rim Symposium on Image and Video Technology, PSIVT 2007, held in Santiago, Chile,

in December 2007. The 75 revised full papers presented together with four keynote lectures were carefully reviewed and selected from 155 submissions. The symposium features ongoing research including all aspects of video and multimedia, both technical and artistic perspectives and both theoretical and practical issues.

Exploring Advanced Manufacturing Technologies

CAD-based Robot Motion Planning for Inspection in Manufacturing

The ACS IEEE International Conference on Computer Systems and Applications (AICCSA) is the premier conference covering all contemporary areas in computer systems and applications and hence it is an international forum for leading researchers and practitioners in this important and rapidly changing disciplines

International Aerospace Abstracts

"This book introduces an integrated approach to analyzing and building customer knowledge management (CKM) synergy from distinctive core advantages found in key organizational elements"--Provided by publisher.

Proceedings of the ACM SIGMM International Workshop on Multimedia Information Retrieval

One of the grand challenges of artificial intelligence is to enable computers to interpret 3D scenes and objects from imagery. This book organizes and introduces major concepts in 3D scene and object representation and inference from still images, with a focus on recent efforts to fuse models of geometry and perspective with statistical machine learning. The book is organized into three sections: (1) Interpretation of Physical Space; (2) Recognition of 3D Objects; and (3) Integrated 3D Scene Interpretation. The first discusses representations of spatial layout and techniques to interpret physical scenes from images. The second section introduces representations for 3D object categories that account for the intrinsically 3D nature of objects and provide robustness to change in viewpoints. The third section discusses strategies to unite inference of scene geometry and object pose and identity into a coherent scene interpretation. Each section broadly surveys important ideas from cognitive science and artificial intelligence research, organizes and discusses key concepts and techniques from recent work in computer vision, and describes a few sample approaches in detail. Newcomers to computer vision will benefit from introductions to basic concepts, such as single-view geometry and image classification, while experts and novices alike may find inspiration from the book's organization and discussion of the most recent ideas in 3D scene understanding and 3D object recognition. Specific topics include: mathematics of perspective geometry; visual elements of the physical scene, structural 3D scene representations; techniques and features for image and region categorization; historical perspective, computational models, and datasets and machine learning techniques for 3D object recognition; inferences of geometrical

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attributes of objects, such as size and pose; and probabilistic and feature-passing approaches for contextual reasoning about 3D objects and scenes. Table of Contents: Background on 3D Scene Models / Single-view Geometry / Modeling the Physical Scene / Categorizing Images and Regions / Examples of 3D Scene Interpretation / Background on 3D Recognition / Modeling 3D Objects / Recognizing and Understanding 3D Objects / Examples of 2D 1/2 Layout Models / Reasoning about Objects and Scenes / Cascades of Classifiers / Conclusion and Future Directions

Trends in Intelligent Systems and Computer Engineering

Focusing on innovation, these proceedings present recent advances in the field of mechanical design in China and offer researchers, scholars and scientists an international platform to present their research findings and exchange their ideas. In the context of the “Made in China 2025” development strategy, one central aspect of the ICMD2017 was Innovative Design Pushes “Made in China 2025.” The book highlights research hotspots in mechanical design, such as design methodology, green design, robotics and mechanics, and reliability design, while also combining industrial design and mechanical design.

Computational Vision and Bio Inspired Computing

In four parts this book frames those issues and provides a diversity of perspectives on them.

The Electronic Design Studio

Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

Advanced Information and Computer Technology in Engineering and Manufacturing, Environmental Engineering

This book constitutes the refereed proceedings of the 8th European Conference on Research and Advanced Technology for Digital Libraries, ECDL 2004, held in Bath, UK in September 2004. The 47 revised full papers presented were carefully reviewed and selected from a total of 148 submissions. The papers are organized in topical sections on digital library architectures, evaluation and usability, user

interfaces and presentation, new approaches to information retrieval, interoperability, enhanced indexing and search methods, personalization and applications, music digital libraries, personal digital libraries, innovative technologies, open archive initiative, new models and tools, and user-centered design.

Transactions on Edutainment XI

This book constitutes the refereed proceedings of the Third International Conference on Computer Vision/Computer Graphics collaboration techniques involving image analysis/synthesis approaches MIRAGE 2007, held in Rocquencourt, France, in March 2007. The 55 revised full cover foundational, methodological, and application issues.

Medical Content-Based Retrieval for Clinical Decision Support

The book discusses the theoretical fundamentals of CAD graphics to enhance readers' understanding of surface modeling and free-form design by demonstrating how to use mathematical equations to define curves and surfaces in CAD modelers. Additionally, it explains and describes the main approaches to creating CAD models out of 3D scans of physical objects. All CAD approaches are demonstrated with guided examples and supported with comprehensive engineering explanations. Furthermore, each approach includes exercises for independent consolidation of advanced CAD skills. This book is intended for engineers and designers who are already familiar with the basics of modern CAD tools, e.g. feature based and solid based modeling in 3D space, and would like to improve and expand their knowledge and experience. It is also an easy-to-use guide and excellent teaching and research aid for academics and practitioners alike.

Introduction to Information Retrieval

4D CAD and Visualization in Construction

This book gathers papers presented at the International Joint Conference on Mechanics, Design Engineering and Advanced Manufacturing (JCM 2016), held on 14-16 September, 2016, in Catania, Italy. It reports on cutting-edge topics in product design and manufacturing, such as industrial methods for integrated product and process design; innovative design; and computer-aided design. Further topics covered include virtual simulation and reverse engineering; additive manufacturing; product manufacturing; engineering methods in medicine and education; representation techniques; and nautical, aeronautics and aerospace design and modeling. The book is divided into eight main sections, reflecting the focus and primary themes of the conference. The contributions presented here will not only provide researchers, engineers and experts in a range of industrial engineering subfields with extensive information to support their daily work; they are also intended to stimulate new research directions, advanced applications of the methods discussed, and future interdisciplinary collaborations.

Toward Category-Level Object Recognition

The LNCS series reports state-of-the-art results in computer science research, development, and education, at a high level and in both printed and electronic form. Enjoying tight cooperation with the R&D community, with numerous individuals, as well as with prestigious organizations and societies, LNCS has grown into the most comprehensive computer science research forum available.

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