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Computer Vision for Multimedia Applications: Methods and Solutions

Jinjun Wang (NEC Laboratories America, Inc., USA), Jian Cheng (Chinese Academy of Sciences, China) and Shuqiang Jiang (Chinese Academy of Sciences, China)

Although a number of methods for solving computer vision tasks exist, these methods are often task-specific and can seldom be generalized over a wide range of applications. In addition, many computer vision algorithms have not been thoroughly studied.

Computer Vision for Multimedia Applications: Methods and Solutions includes the latest developments in computer vision methods applicable to various problems in multimedia computing. This publication presents discussions on new ideas, as well as problems in computer vision and multimedia computing. It will serve as an important reference in multimedia and computer vision for academicians, researchers, and academic libraries.

Topics Covered:
- 3D modeling
- Broadcasting technologies
- Computer vision in human computer interaction
- Content-based multimedia retrieval
- Image synthesis
- Motion analysis in multimedia
- Multimedia content adaptation in wireless environment
- Multimedia visual content representation
- Object analysis in multimedia
- Video segmentation

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Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners and is ideal for classroom use.

Jinjun Wang received a B.E. and M.E. degree from Huazhong University of Science and Technology, China, in 2000 and 2003. He received a Ph.D degree from Nanyang Technological University, Singapore, in 2006. From 2006 to 2009, Dr. Wang was with NEC Laboratories America, Inc. as a postdoctoral research scientist and in 2010, he joined Epson Research and Development, Inc. as a senior research scientist. His research interests include pattern classification, image/video enhancement and editing, content-based image/video annotation and retrieval, semantic event detection, etc. He has published over 30 journal and conference papers in those areas and has six US patents pending. Dr. Wang served as Technical Program Committee Member of major international multimedia conferences, including ACM MM’08, IEEE PCM’09, IEEE MMM’09/’10, IEEE 3DTV’09/’10, etc. He also served as peer reviewer of many journals and conferences.
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