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Nicu Sebe Michael S. Lew
Thomas S. Huang (Eds.)

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Volume Editors

Nicu Sebe
University of Amsterdam, Faculty of Science
Kruislaan 403, 1098 SJ Amsterdam, The Netherlands
E-mail: nicu@science.uva.nl

Michael S. Lew
LIACS Media Lab, Leiden University
Niels Bohrweg 1, 2333 CA Leiden, The Netherlands
E-mail: mlew@liacs.nl

Thomas S. Huang
University of Illinois at Urbana-Champaign, Beckman Institute
405 North Mathews Avenue, Urbana, IL 61801, USA
E-mail: huang@ifp.uiuc.edu

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Preface

Human-Computer Interaction (HCI) lies at the crossroads of many scientific areas including artificial intelligence, computer vision, face recognition, motion tracking, etc. In order for HCI systems to interact seamlessly with people, they need to understand their environment through vision and auditory input. Moreover, HCI systems should learn how to adaptively respond depending on the situation.

The goal of this workshop was to bring together researchers from the field of computer vision whose work is related to human-computer interaction. The articles selected for this workshop address a wide range of theoretical and application issues in human-computer interaction ranging from human-robot interaction, gesture recognition, and body tracking, to facial features analysis and human-computer interaction systems.

This year 45 papers from 18 countries were submitted and 19 were accepted for presentation at the workshop after being reviewed by at least 3 members of the Program Committee.

We would like to thank all members of the Program Committee, as well as the additional reviewers listed below, for their help in ensuring the quality of the papers accepted for publication. We are grateful to Prof. Kevin Warwick for giving the keynote address.

In addition, we wish to thank the organizers of the 8th European Conference on Computer Vision (ECCV 2004) and our sponsors, the University of Amsterdam, the Leiden Institute of Advanced Computer Science, and the University of Illinois at Urbana-Champaign, for support in setting up our workshop.

March 2004

Nicu Sebe
Michael S. Lew
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Table of Contents

The State-of-the-Art in Human-Computer Interaction
Nicu Sebe, Michael S. Lew, and Thomas S. Huang 1

Invited Presentation

Practical Interface Experiments with Implant Technology
Kevin Warwick and Mark Gasson 7

Human-Robot Interaction

Motivational System for Human-Robot Interaction
Xiao Huang and Juyang Weng 17

Real-Time Person Tracking and Pointing Gesture Recognition for Human-Robot Interaction
Kai Nickel and Rainer Stiefelhagen 28

A Vision-Based Gestural Guidance Interface for Mobile Robotic Platforms
Vincent Paquin and Paul Cohen 39

Gesture Recognition and Body Tracking

Virtual Touch Screen for Mixed Reality
Martin Tosas and Bai Li 48

Typical Sequences Extraction and Recognition
Gengyu Ma and Xueyin Lin 60

Arm-Pointer: 3D Pointing Interface for Real-World Interaction
Eiichi Hosoya, Hidenori Sato, Miki Kitabata, Ikuo Harada, Hisao Nojima, and Akira Onozawa 72

Hand Gesture Recognition in Camera-Projector System
Attila Licsár and Tamás Szirányi 83

Authentic Emotion Detection in Real-Time Video
Yafei Sun, Nicu Sebe, Michael S. Lew, and Theo Gevers 94

Hand Pose Estimation Using Hierarchical Detection
B. Stenger, A. Thayananthan, P.H.S. Torr, and R. Cipolla 105

Systems

Exploring Interactions Specific to Mixed Reality 3D Modeling Systems
Lucian Andrei Gheorghe, Yoshihiro Ban, and Kuniaki Uehara 117

3D Digitization of a Hand-Held Object with a Wearable Vision Sensor
Sotaro Tsukizawa, Kazuhiko Sumi, and Takashi Matsuyama 129

Location-Based Information Support System Using Multiple Cameras and LED Light Sources with the Compact Battery-Less Information Terminal (CoBIT)
Ikuko Shimizu Okatani and Nishimura Takuichi 142

Djinn: Interaction Framework for Home Environment Using Speech and Vision
Jan Kleindienst, Tomáš Macek, Ladislav Serédi, and Jan Šedivý 153

A Novel Wearable System for Capturing User View Images
Hirotake Yamazoe, Akira Utsumi, Nobuji Tetsutani, and Masahiko Yachida 165

An AR Human Computer Interface for Object Localization in a Cognitive Vision Framework
Hannes Siegl, Gerald Schweighofer, and Axel Pinz 176

Face and Head

EM Enhancement of 3D Head Pose Estimated by Perspective Invariance
Jian-Gang Wang, Eric Sung, and Ronda Venkateswarlu 187

Multi-View Face Image Synthesis Using Factorization Model
Yangzhou Du and Xueyin Lin 200

Pose Invariant Face Recognition Using Linear Pose Transformation in Feature Space
Hyung-Soo Lee and Daijin Kim 211

Model-Based Head and Facial Motion Tracking
F. Dornaika and J. Ahlberg 221

Author Index 233