

Contents

Overview

| | |
|---|---|
| The MONA LISA Project, General Presentation <i>L. Blondé</i> | 3 |
|---|---|

Session 1: Hardware

| | |
|---|----|
| A Parallel Accelerator for Using Synthetic Images in TV and Video Production <i>A.V. Sahiner, P. Le Floch and Y. Paker</i> | 13 |
| Real-Time Mixing of Live Action and Synthetic Backgrounds Based on Depth Values <i>W. Schmidt</i> | 26 |
| Visual Tools for Parallel Server Handling <i>P. Le Floch, A.V. Sahiner and Y. Paker</i> | 35 |
| p^3I , a Multi-Paradigm Real-Time Video Engine <i>M.J. Colaïtis, J.L. Jumpertz, B. Chéron, F. Battini, B. De Lescure, E. Gautier, B. Guérin and J.P. Geffroy</i> | 52 |

Session 2: Analysis 1 – Tracking

| | |
|---|----|
| Global Motion Estimation for Registering Real and Synthetic Images <i>G.A. Thomas</i> | 75 |
| Real-Time Camera Tracking Server on the ELSET Accelerator <i>D. Routsis, P. Le Floch, A.V. Sahiner and G. Thomas</i> | 84 |
| Tracking and Recognition of Face Sequences <i>S. Gong, A. Psarrou, I. Katsoulis and P. Palavouzis</i> | 96 |

Session 3: Analysis 2 – Stereoscopic Imaging

| | |
|---|-----|
| Depth Estimation from Stereoscopic Image Pairs Assuming Piecewise Continuous Surfaces <i>L. Falkenhagen</i> | 115 |
| 3D Scene Modeling from Stereoscopic Image Sequences <i>R. Koch</i> | 128 |
| The Usage of Turntable Sequences for Disparity/Depth Estimation <i>T. Riegel and R. Haermens</i> | 136 |

Session 4: Analysis 3 – 3D Automatic Modelling

| | |
|---|-----|
| Joint Estimation of Depth Maps and Camera Motion in the Construction of 3D Models from a Mobile Camera <i>Ph. Robert and F. Ogor</i> | 147 |
| Scene Reconstruction Based on Penta-Ocular Image Sequences for 3D-Imaging <i>R. Skerjanc</i> | 164 |
| C3D™: A Novel Vision-Based 3D Data Acquisition System <i>J.P. Siebert and C.W. Urquhart</i> | 170 |
| Automatic Modelling of 3D Natural Objects from Multiple Views <i>W. Niem and R. Buschmann</i> | 181 |

Session 5: Analysis 3 (Continued)

| | |
|---|-----|
| Modelling Buildings from Single Images <i>M. Buck</i> | 197 |
| Knowledge Based Modelling of Natural Scenes <i>O. Grau and R. Tönjes</i> | 207 |

Synthesis 1

| | |
|--|-----|
| Real-Time Collision Checking for 3D Object Positioning in Sparse Environments <i>J. Jaume, R. Galli, R. Mas and M. Mascaró-Oliver</i> | 216 |
|--|-----|

Session 6: Synthesis 2

| | |
|---|-----|
| Depth Sensitive Image Compositing in a Multimedia System <i>D.E. Penna, P.A. Winser, J.G. Bellis, V. Seferidis and B. Gibson</i> | 229 |
| Inverse Kinetics for Center of Mass Position Control and Posture Optimization <i>R. Boulic, R. Mas and D. Thalmann</i> | 234 |
| Real-Time Walkthrough with Specular Effects <i>A. Wojdala and M. Gruszewski</i> | 250 |
| Real-Time Depth of Field Algorithm <i>K. Dudkiewicz</i> | 257 |

Session 7: Synthesis 3

| | |
|---|-----|
| Combining Method of Generation Realistic Images of Clouds <i>J. Raczkowski and P. Kamiński</i> | 271 |
| Methods for Volume Metamorphosis <i>M. Chen, M.W. Jones and P. Townsend</i> | 280 |

| | |
|---------------------------|-----|
| Author Index | 293 |
|---------------------------|-----|