

Articulated Motion and Deformable Objects: 6th International Conference, AMDO 2010, Port d'Andratx, Mallorca, Spain, July 7-9, 2010 Proceedings (Lecture Notes in Computer Science)

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Articulated Motion and Deformable Objects: 6th International Conference, AMDO 2010, Port d'Andratx, Mallorca, Spain, July 7-9, 2010 Proceedings (Lecture Notes in Computer Science) The AMDO 2010 conference took place at the Hotel Mon Port, Port d'Andratx (Mallorca), during July 7-9,2010,institutionally sponsoredby MICINN (Min-teriodeCienciaeInnovaci' on, Spanish Government), the Conselleriad 'Economia, Hisenda i Innovaci' o (Balearic Islands Government), the Consell de Mallorca, the AERFAI (Spanish Association in Pattern Recognition and Arti?cial Intel-gence), the EG (Eurographics Association) and the Mathematics and Computer Science Department of the UIB. In addition important commercial sponsors collaborated with practical demonstrations, and the main contributors were: VICOM Tech, ANDROME Iberica, Robot S.A, DAT S.L, Aquateknica S.L. The subject of the conference is the ongoing research in articulated motion on a sequence of images and sophisticated models for deformable objects. The goals of these areas are the understanding and interpretation of the motion of complex objects that can be found in sequences of images in the real world. The main topics considered as priority are: geometric and physical deformable models, motion analysis, articulated models and animation, modelling and - sualization of deformable models, deformable model applications, motion an- ysis applications, single or multiple human motion analysis and synthesis, face modelling, tracking, recovering and recognition models, virtual and augmented reality, haptics devices, and biometrics techniques. The conference topics were groupedinto these tracks: Track 1: Computer Graphics (Human Modelling and Animation), Track 2: Human Motion (Analysis, Tracking, 3D Reconstruction and Recognition), Track 3: Multimodal User Interaction (VR and AR, Speech, Biometrics) and Track 4: A?ective Interfaces (recognition and interpretation of emotions, ECAs - Embodied Conversational Agents in HCI).

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