## Contents

### Invited Paper

Groups and Crowds: Behaviour Analysis of People Aggregations .......................... 3  
Sadegh Mohammadi, Francesco Setti, Alessandro Perina,  
Marco Cristani, and Vittorio Murino

### Computer Graphics Theory and Applications

Real-Time Contour Image Vectorization on GPU ................................. 35  
Xiaoliang Xiong, Jie Feng, and Bingfeng Zhou

Screen Space Curvature and Ambient Occlusion .............................. 51  
Martin Prantl, Libor Váša, and Ivana Kolingerová

Multi-Class Error-Diffusion with Blue-Noise Property and Its Application ... 72  
Xiaoliang Xiong, Haoli Fan, Jie Feng, Zhihong Liu, and Bingfeng Zhou

Copula Eigenfaces with Attributes: Semiparametric Principal Component  
Analysis for a Combined Color, Shape and Attribute Model .................. 95  
Bernhard Egger, Dinu Kaufmann, Sandro Schönborn, Volker Roth,  
and Thomas Vetter

Representing Shapes of 2D Point Sets by Straight Outlines .................. 113  
Dirk Feldmann and Melanie Pohl

Sketching 2D Character Animation Using a Data-Assisted Interface ........ 135  
Priyanka Patel, Heena Gupta, and Parag Chaudhuri

Skin Deformation Methods for Interactive Character Animation ............ 153  
Nadine Abu Rumman and Marco Fratarcangeli

Appealing Avatars from 3D Body Scans: Perceptual Effects of Stylization ... 175  
Reuben Fleming, Betty J. Mohler, Javier Romero, Michael J. Black,  
and Martin Breidt

### Information Visualization Theory and Applications

On the Visualization of Hierarchical Relations and Tree Structures  
with TagSpheres ........................................................................... 199  
Stefan Jänicke and Gerik Scheuermann
Visual Analysis of Character and Plot Information Extracted from Narrative Text. .................................................. 220
  Markus John, Steffen Lohmann, Steffen Koch, Michael Wörner,
  and Thomas Ertl

Visual Querying of Semantically Enriched Movement Data ............. 242
  Florian Haag, Robert Krüger, and Thomas Ertl

Correlation Coordinate Plots: Efficient Layouts for Correlation Tasks ..... 264
  Hoa Nguyen and Paul Rosen

Analysis and Comparison of Feature-Based Patterns in Urban Street Networks ......................................................... 287
  Lin Shao, Sebastian Mittelstädt, Ran Goldblatt, Itzhak Omer,
  Peter Bak, and Tobias Schreck

Swarm-Based Edge Bundling Applied to Flow Mapping ................. 310
  Evgheni Polisciuc and Penousal Machado

Computer Vision Theory and Applications

Relative Pose Estimation from Straight Lines Using Optical Flow-Based Line Matching and Parallel Line Clustering ............... 329
  Naja von Schmude, Pierre Lothe, Jonas Witt, and Bernd Jähne

A Detailed Description of Direct Stereo Visual Odometry Based on Lines ... 353
  Thomas Holzmann, Friedrich Fraundorfer, and Horst Bischof

Consumer-Level Virtual Reality Motion Capture ........................ 374
  Catarina Runa Miranda and Verónica Costa Orvalho

Ground-Truth Tracking Data Generation Using Rotating Real-World Objects ......................................................... 395
  Zoltán Pusztaï and Levente Hajder

The Sliced Pineapple Grid Feature for Predicting Grasping Affordances ... 418
  Mikkel Tang Thomsen, Dirk Kraft, and Norbert Krüger

Extending Guided Image Filtering for High-Dimensional Signals ........ 439
  Shu Fujita and Norishige Fukushima

Exemplar-Based Image Inpainting Using an Affine Invariant Similarity Measure ...................................................... 454
  Vadim Fedorov, Pablo Arias, Gabriele Facciolo, and Coloma Ballester
Real-Time Visual Odometry by Patch Tracking Using GPU-Based Perspective Calibration ........................................... 475
   Rafael F.V. Saracchini, Carlos A. Catalina, Rodrigo Minetto, and Jorge Stolfi

Adaptive Non-local Means Using Weight Thresholding ......................... 493
   Asif Khan and Mahmoud R. El-Sakka

How Good Can a Face Identifier Be Without Learning? ....................... 515
   Yang Zhong, Anders Hedman, and Haibo Li

Object Tracking Guided by Segmentation Reliability Measures and Local Features ............................................... 534
   Cristian M. Orellana and Marcos D. Zuniga

Affordance Origami: Unfolding Agent Models for Hierarchical Affordance Prediction ............................................... 555
   Viktor Seib, Malte Knauf, and Dietrich Paulus

From Occlusion to Global Depth Order, a Monocular Approach ................ 575
   Babak Rezaeirowshan, Coloma Ballester, and Gloria Haro

Infinite, Sparse 3D Modelling Volumes ................................... 593
   Eugen Funk and Anko Börner

Author Index ................................................................. 607
Computer Vision, Imaging and Computer Graphics
Theory and Applications
11th International Joint Conference, VISIGRAPP 2016,
Rome, Italy, February 27 – 29, 2016, Revised Selected
Papers
Braz, J.; Magnenat-Thalmann, N.; Richard, P.; Linsen, L;
Telea, A.; Battiato, S.; Imai, F. (Eds.)
2017, XXI, 608 p. 319 illus., Softcover
ISBN: 978-3-319-64869-9