Papers

[F] = Feature Paper (20 min)
[ ] = Regular Paper (15 min)

Session A: Medical, BCI

[ ] D S Cheng, V D'Amato, V Murino. Wavelet-Based Processing of EEG Data for Brain-Computer Interfaces

Session B: Human Body Tracking, Motion Capture

[ ] C W Chu, I Cohen, Posture and Gesture Recognition Using 3D Body Shapes Decomposition
[ ] A Agarwal, B Triggs. Monocular Human Motion Capture with a Mixture of Regressors
[F] K S Huang, M M Trivedi. 3D Shape Context Based Gesture Analysis Integrated with Tracking Using Omni Video Array
[ ] Z Feng, T-J Cham. Video-Based Human Action Classification with Ambiguous Correspondences
[ ] K Moon, V Pavlovic. Estimation of Human Figure Motion Using Robust Tracking of Articulated Layers

Session C: New Applications

[ ] J Hannuksela, P Sangj, J Heikkila. A Vision-Based Approach for Controlling User Interfaces of Mobile Devices

Session D: Hand Tracking

[F] A Erol, G Bebis, M Nicolescu, R D Boyle, X Twombly. A Review on Vision-Based Full DOF Hand Motion Estimation
[ ] S Nayak, S Sarkar, B Loeding. Unsupervised Modeling of Signs Embedded in Continuous Sentences

Session E: Face and Eyes

[ ] M F Valstar, I Patras, M Pantic. Facial Action Unit Detection Using Probabilistic Actively Learned Support Vector Machines on Tracked Facial Point Data
[ ] J Wang, L Yin. Detecting and Tracking Eyes Through Dynamic Terrain Feature Matching
[F] D Li, D Winfield, D J Parkhurst. Starburst: A Hybrid Algorithm for Video-Based Eye Tracking Combining Feature-Based and Model-Based Approaches