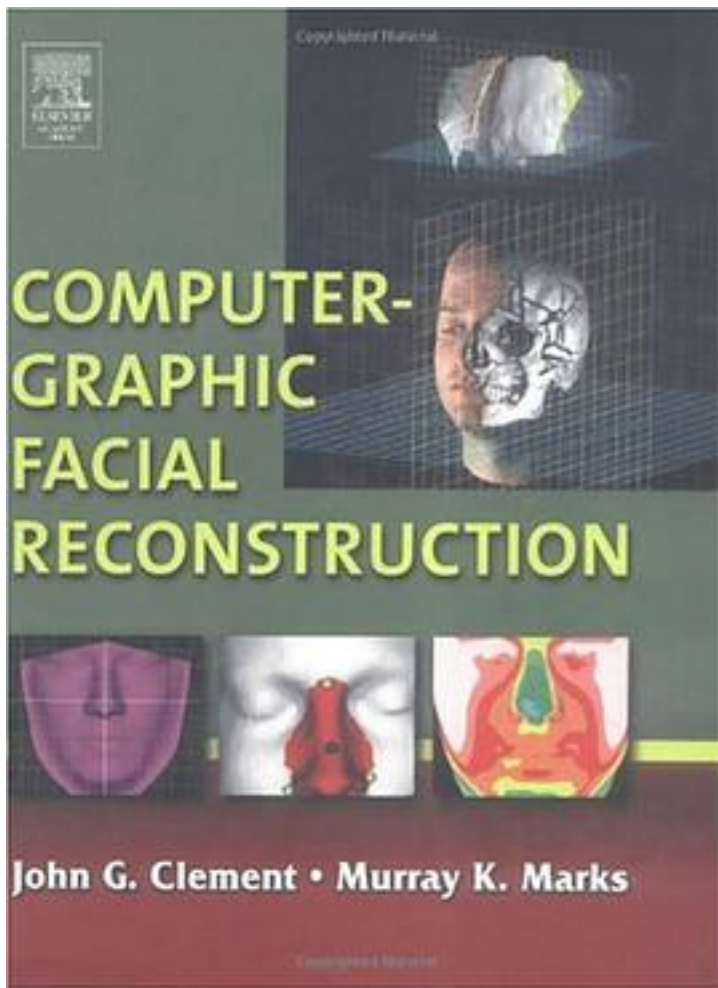


Computer-Graphic Facial Reconstruction



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出版者:Academic Press

出版时间:2005-08-12

装帧:Hardcover

isbn:9780124730519

This unique book looks at a cost-efficient, fast and accurate means of facial reconstruction - from segmented, decomposed, or skeletal remains - using

computer-graphic and computational means. "Computer-Graphic Facial Reconstruction" is designed as a valuable resource for those scientists designing new research projects and protocols, as well as a practical handbook of methods and techniques for medico-legal practitioners who actually identify the faceless victims of crime. It looks at a variety of approaches: artificial intelligence using neural networks, case-based reasoning, Bayesian belief systems, along with a variety of imaging methods: radiological, CT, MRI and the use of imaging devices. The methods described in this book complement, or may even replace, the less-reliable, more traditional means of securing identification by presumptive means, i.e., recognition of clothing, personal effects and clay reconstruction. It covers cutting-edge technologies in the context of historical forensic reconstruction methods. It features stellar authors from around the globe. It bridges the areas of computer graphics, animation, and forensic anthropology.

作者介绍:

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