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Visual Computing for Medicine, Second Edition: Theory, Algorithms, and Applications (The Morgan Kaufmann Series... (Hardback) - Common Hardcover - January 1, 2013 by by Bernhard Preim and Charl P Botha (Author) 5.0 out of 5 stars 4 ratings

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This call addresses original research, system, and survey papers that summarize and expand the state of the art in visual computing with a strong focus on applications to biology and medicine. We especially encourage submissions on interdisciplinary approaches that contribute to the next generation of visual computing solutions for medicine, healthcare, and the biotechnology sector by integrating elements from visualization, visual analytics, computer graphics, image processing, computer ...

Special Section on Visual Computing in Biology and Medicine

Bernhard Preim, Charl Botha, in Visual Computing for Medicine (Second Edition), 2014. Abstract. This chapter is dedicated to educational applications of medical visualization techniques. Interactive 3D visualizations have great potential for anatomy education, as well as for surgery education, with potential users ranging from high school students and physiotherapists to medical doctors who want to rehearse therapeutical interventions.

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Visual computing is a generic term for all computer science disciplines handling with images and 3D models, i.e. computer graphics, image processing, visualization, computer vision, virtual and augmented reality, video processing, but also includes aspects of pattern recognition, human computer interaction, machine learning and digital libraries.The core challenges are the acquisition ...

Visual computing - Wikipedia

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Visual Computing in Medicine Acquisition, processing, analysis and rendering of all visual information (images/videos, 3D models) that arises during diagnosis, treatment and prevention.

Visual Computing in Medicine

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Visual computing - School of Computer Science and ...

Bernhard Preim is the author of Visual Computing for Medicine (4.50 avg rating, 2 ratings, 0 reviews, published 2007), Entwicklung Interaktiver Systeme (...)

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