

Video Visualization: An Overview

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Abstract

Videos are one of the most widespread media for collecting, communicating and archiving information. Nowadays, acquiring videos is a relatively straightforward process, and this explains their success in the context of entertainment, surveillance, sport events, and so on. On the other hand, watching and extracting information from a video stream is a lengthy process. Automatic techniques are only partially successful because of the intrinsic complexity of this kind of data.

Video visualization is a growing research field which aims at easing the study of video data. It relies on both automatic techniques and user interaction, exploiting the best of both worlds. In this talk, I will introduce this field, focusing on its evolution from computer vision. I will discuss the main challenges and present an overview of the state-of-the-art. The talk will conclude with a discussion of the open problems and the expected future developments.

