

# Preface

The AMDO 2016 conference took place at the University of Balearic Islands, Palma de Mallorca, during July 13–15, 2016, sponsored by the AERFAI (Spanish Association in Pattern Recognition and Artificial Intelligence) and the Mathematics and Computer Science Department of the UIB. The event was also supported by important commercial and research sponsors, whose contributions are gratefully acknowledged. The main contributors were: VICOM Tech, Hasselt University, EDM (Expertise Centrum voor Digitale Media), iMinds, Disney Research, Nvidia Corporation and Juguetrónica S.L.

The subjects of the conference were motion of articulated objects in a sequence of images and models for deformable objects. The research goals in these areas are the understanding and automatic interpretation of the motion of complex objects in real-world image sequences and video. The main topics in these conference proceedings are: Advanced Computer Graphics and Immersive Videogames, Human Modeling and Animation, Human Motion Analysis and Tracking, 3D Human Reconstruction and Recognition, Multimodal User Interaction and Applications, Ubiquitous and Social Computing, Design Tools, Input Technology, Programming User Interfaces, 3D Medical Deformable Models and Visualization, Deep Learning Methods for Computer Vision and Graphics, and Multibiometrics.

The AMDO 2016 conference, a successor of the eight previous editions, has been consolidated as a European reference for symposiums in this research area. The main goal of the conference was to promote interaction and collaboration among researchers working directly in the areas covered by the main tracks of the conference. The focus was on new perceptual user interfaces and technologies emerging to accelerate the impact of the field on human-computer interaction. The new perspective of the AMDO 2016 conference was the strengthening of the relationship between the areas that share, as the key point, the study of the human body using computer technologies as the main tool. The conference included several sessions of oral papers and a tutorial. Moreover, the conference benefited from the contribution of the invited speakers whose talks addressed various aspects of the AMDO research area.

These invited speakers were: Prof. Josef Kittler (University of Surrey, UK), “3D Morphable Face Model and Its Applications”; Prof. Michael Bronstein, (University of Lugano, Switzerland/Intel Perceptual Computing, Israel), “Geometric Deep Learning”; Prof. Miguel Chover (University of Jaume I, Spain), “Democratizing Game Development.”

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