Preface

The International Conference on Multi-Media Modelling (MMM) is an annual conference held since 1993. The International Multimedia Modelling conference series is an annual forum to discuss the efficient representation, processing, interaction, integration, communication, and retrieval of multimedia information. The past MMM conferences took place in Singapore, France, Switzerland, Canada, Japan, Netherlands and Taiwan. With the enthusiastic support of multimedia researchers from both academia and industry, the previous meetings have established a unique focus on the modelling issues of multimedia computing and applications, addressing three major research perspectives: namely modelling of systems, information, and users. In particular, the 10th International Multimedia Modelling Conference (MMM2004) concentrates on common modelling frameworks for integrating the diverse fields of visual, audio, video, and virtual world information. The conference complements this setting by presenting and exploring technological and artistic advancements in multimedia. Technical, theoretical and practical issues, artistic and consumer innovations will bring together researchers, artists, developers, educators, performers, and practitioners of multimedia.

MMM2004 deals with emerging Multimedia Modelling topics including:

- Multimedia Databases
- Audio Processing, Coding and Encryption
- Network Games and Animation
- Video Applications
- Multimedia Frameworks and QoS
- Topological and 3D Geometric Modelling
- Image Applications
- Image Retrieval
- Modelling / Editing / Virtual Environment
- Video Retrieval and Browsing

The papers in this volume were selected for presentation at the 10th international Multimedia Modelling Conference (MMM2004), which is held in Brisbane, Australia from 5-7 January 2004. This year, MMM received 108 full paper submissions from 23 countries and regions, including Australia, Brazil, Canada, China, Egypt, France, Germany, Hong Kong, Indonesia, Iran, Italy, Japan, South Korea, Malaysia, New Zealand, Netherlands, Singapore, Spain, Sweden, Switzerland, Taiwan, UK and USA. Each submission has been carefully reviewed by three members of the Program Committee. Only 36 regular papers have been selected from 108 submissions. In addition, we have accepted 11 short papers. Due to the high quality of the papers that were submitted, we were decided to accept 14 demo/poster papers. The conference proceedings have also included two keynotes papers.

This conference is sponsored by the Centre of Information Technology Innovation Queensland University of Technology, the School of Information Technology Deakin University, Apple Computers, Emu Design and International Federation of Automatic Control. We would like to thank the members of the Program Committee; each one spent
countless hours finding experts to review submitted papers, reviewing papers themselves, and helping us select the very best papers. We also thank the paper reviewers who generously spent many hours reviewing papers and providing valuable feedback to the authors. I would like to thank the authors of all submitted papers for their contributions. Thanks are due to the members of organization committee for their assistance organizational activities.

In addition, I am grateful to the General Co-Chairs Prof. Tat-Seng Chua and Prof. Tosiyasu L. Kunii for their support and encouragement. Without such support, it was not possible to have such a successful conference. We would like to express our sincere appreciation to Queensland University of Technology and Deakin University for the financial support. Finally I would like to thank the publisher IEEE Computer Society press, for their kind support in producing these proceedings in a professional and timely manner.

Thank you for your participation in MMM2004 and welcome to Brisbane, Australia. I hope you benefit professionally from the conference.

Yi-Ping Phoebe Chen

MMM2004 Program Committee Chair

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