

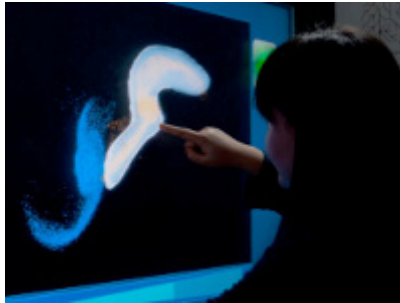
# Erratum to: Selection of Large-Scale 3D Point Cloud Data Using Gesture Recognition

Robin Burgess<sup>(✉)</sup>, António J. Falcão, Tiago Fernandes, Rita A. Ribeiro, Miguel Gomes, Alberto Krone-Martins, and André Moitinho de Almeida

UNINOVA / CTS, Campus FCT/UNL, Monte da Caparica,  
2829-516 Caparica, Portugal  
{rb,tmf}@ca3-uninova.org, {rar,ajf,mdg}@uninova.pt,  
{algol,andre}sim.ul.pt

## Erratum to: Chapter 20 in: L.M. Camarinha-Matos et al. (Eds.) Technological Innovation for Cloud-Based Engineering Systems, DOI: 10.1007/978-3-319-16766-4\_20

In the original publication the legends of Figs. 1 and 2 did not include the statement that they were used with permission from IEEE. The correct statement is:

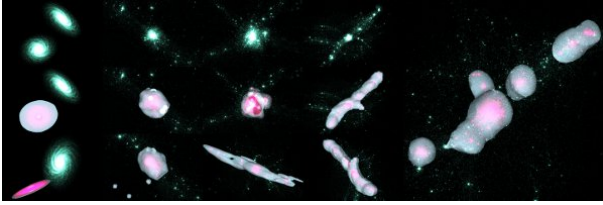


**Fig. 1.** 3D selection using a touch-based interface [5]. © 2015 IEEE. Reprinted, with permission, from Yu, L., Efstathiou, K., Isenberg, P., Isenberg, T.: Efficient Structure-Aware Selection Techniques for 3D Point Cloud Visualizations with 2DOF Input. IEEE Transactions on Visualization and Computer Graphics **18**(12), 2245–2254 (2012)

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DOI: 10.1007/978-3-319-16766-4\_55



**Fig. 2.** 3D selection of galaxies using TeddySelection and CloudLasso techniques [5]. © 2015 IEEE. Reprinted, with permission, from Yu, L., Efstathiou, K., Isenberg, P., Isenberg, T.: Efficient Structure-Aware Selection Techniques for 3D Point Cloud Visualizations with 2DOF Input. *IEEE Transactions on Visualization and Computer Graphics* **18**(12), 2245–2254 (2012)