



## Preface

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The April issue contains 24 accepted papers coming from different conferences and a correction to Preface.

- (1) 9 papers from the conference Cyberworld 2020 that was organized in Caen, France on 29 September to October 1, 2020
- (2) 3 papers from the conference HUCAPP 2020, the 4th conference on Human Computer Interaction Theory and Applications, held in Malta on 27–29 February 2020
- (3) 3 late received papers from the conference CGI2021, the International Computer Graphics Conference held in Geneva from 6 to 10 September 2021
- (4) 2 late received papers from the 2019 International Conference on Intelligence Science and Big Data Engineering (**IScIDE2019**), for the special issue on “Learning Representation from Visual Data”
- (5) 7 regular accepted papers
- (6) A correction to Preface (Vol 37. Issue 1)

### *Cyberworlds 2020 papers:*

Jianmin Zheng et al., “Truncated octree and its applications”

Wenting Dai et al., “Self-supervised pairing image clustering for automated quality control”

Dongjin Huang et al., “Virtual reality safety training using deep EEG-net and physiology data”

Jianmin Zheng et al., “Generative design of decorative architectural parts”

Daniel Hepperle et al., “Aspects of visual avatar appearance: self-representation, display type, and uncanny valley”

Alex Zhang et al., “High-performance adaptive texture streaming and rendering of large 3D cities”

Xiaoyang Mao et al., “Enhancing edge indicator for visual field loss compensation for homonymous hemianopia patients”

Raksha Sharma et al., “A deep crystal structure identification system for X-ray diffraction patterns”

Kan Chen et al., “A GAN-based approach toward architectural line drawing colorization prototyping”

### *GRAPP and HUCAPP 2020 papers:*

Daniel Zint et al., “A parallel dual marching cubes approach to quad only surface reconstruction”

Hubert Shum et al., “3D car shape reconstruction from a contour sketch using GAN and lazy learning”

Mohammed Bedjaoui et al., “Suggestion pattern on online social networks: between intensity, effectiveness and user’s satisfaction”

### *CGI’2021 papers:*

Bin Sheng et al., “Real-time spatial normalization for dynamic gesture classification”

Ick-Hoon Cha et al., “BLI-resolver: resolving the boundary-loop-interior type intersections for clothing simulation”

Shuang Liang et al., “Joint relation based human pose estimation”

### *Papers from the Special Issue on Learning representation from visual data:*

Changwei Chen et al., “Collaborative representation-based fuzzy discriminant analysis for Face recognition”

Qiumei Pu et al., “A novel artificial bee colony clustering algorithm with comprehensive improvement”

### *Regular papers:*

P. Jidesh et al., “Despeckling and enhancement of ultrasound images using non-local variational framework”

Hajer Ouerghi et al., “Glioma classification via MR images radiomics analysis”

Nelson Max et al., “Global illumination in sparse voxel octrees”

Wenfeng Jing et al., “Multiview deep learning based on tensor decomposition and its application in fault detection of overhead contact systems”

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Qinghua Liang et al., “Variational formulation of a hybrid perspective shape from shading model”

Jun Li et al., “Multi-view 2D–3D alignment with hybrid bundle adjustment for visual metrology”

Yueping Huang et al., “Discriminative correlation tracking based on spatial attention mechanism for low-resolution imaging systems”

*A correction to Preface Vol 37, Issue 1:*

Nadia Magnenat-Thalmann et al., “Correction to: Preface (Vol 37. Issue 1)”

We thank the conference and program chairs of all these conferences for selecting these reviewed and accepted papers for this issue.

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