PREFACE



Preface The Visual Computer (Vol 38 issues 09–10)

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Welcome to the special issue of the 39th Computer Graphics International conference (CGI 2022). CGI is one of the oldest international conferences in Computer Graphics in the world. It is the official conference of the Computer Graphics Society (CGS), a long-standing international computer graphics organization. The Visual Computer is the Official Journal of the Computer Graphics Society.

CGI conference has been held annually in many different countries across the world and has gained a reputation as one of the key conferences for researchers and practitioners to share their achievements and discover the latest advances in Computer Graphics. This year, CGI2022 is still online as the pandemic prevents many researchers to come to Geneva.

The conference CGI is organized from September 12 to September 16, 2022, by MIRALab at the Computer Research Centre (CUI) of the University of Geneva, in Switzerland. All presentations are online.

In addition to the general conference CGI2022, the traditional workshop ENGAGE is again taking place during the first day of the conference. In a parallel session on the first day, we have invited speakers for the workshop in Cultural Heritage (CH) as well as a distinguished CH panel.

This special issue is composed of 37 best papers from papers submitted to CGI 2022. CGI'2022 has received in total 212 submissions and the acceptance rate for the Visual Computer is 17.4%. To ensure the highest quality of publications, each paper has been reviewed by at least three experts in the field, most of them from the editorial board of the Visual Computer.

We would like to express our deepest gratitude to all PC members, Associate Editors of the Visual Computer, and external reviewers, who have provided timely high-quality reviews. We would also like to thank all the authors for their contribution to the conference CGI2022 and particularly for this special issue.

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http://www.cgs-network.org/cgi22/

List of articles in this special issue

The selected 37 papers of CGI 2022 are organized in the following sections, covering the fundamentals as well as the most advanced research topics in Computer Graphics and image processing and analysis as listed below.

Face and object detection

- Zhiwen Shao, Yong Zhou, Bing Liu, Hancheng Zhu, Wen-Liang Du and Jiaqi Zhao. Facial Action Unit Detection via Hybrid Relational Reasoning
- Chenxing Xia, Yanguang Sun, Xiuju Gao, Bin Ge and Songsong Duan. DMINet: Dense Multi-scale Inference Network for Salient Object Detection
- Sikai Wang, Jin Yang, Deng Chen, Jin Huang, Yanduo Zhang, Wei Liu, Zhaohui Zheng and Yanan Li. LiteCortexNet: Towards Efficient Object Detection at Night

Deep learning

- Jiaqi Guan, Min Meng, Tianyou Liang, Jigang Liu and Jigang Wu. Dual-level Contrastive learning Network for Generalized Zero-Shot Learning
- Feng Yan, Wushouer Silamu, Yanbing Li and Yachuang Chai. SPCA-Net: A based on spatial position relationship co-attention network for visual question answering



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 Yu Luo, Menghua Wu, Qingdong Huang and Jian Zhu.
 Joint feedback and recurrent deraining network with ensemble learning

Image analysis and processing 1

- 7. Takato Yoshikawa, Yuki Endo and Yoshihiro Kanamori.
 Diversifying Detail and Appearance in Sketch-Based
 Face Image Synthesis
- 8. Yue Jin, Zhaoxin Li, Dengming Zhu, Min Shi and Zhaoqi Wang. Automatic and Real-time Green Screen Keying
- Yucheng Xie, Zehang Lin, Zhenguo Yang, Huan Deng, Xingcai Wu, Xudong Mao, Qing Li and Wenyin Liu. Learning Semantic Alignment from Image for Textguided Image Inpainting
- Zhihao Ma, Mengke Yuan, Jiaming Gu, Weiliang Meng, Shibiao Xu and Xiaopeng Zhang. Triple Strips Attention Mechanism Based Natural Disaster Images Classification and Segmentation

Image analysis and processing 2

- Xiaochao Wang, Mingzhu Wen, Xiaodong Tan, Huayan Zhang, Jianping Hu and Hong Qin. A Novel Zerowatermarking Algorithm based on Robust Statistical Features for Natural Images
- Jia Chen, Zhenpeng Fu, Jin Huang, Xinrong Hu and Tao Peng. Boosting Vision Transformer for Lowresolution Borehole Image Stitching through Algebraic Multigrid
- Xiaowei Zhang, Wufei Ma, Gunder Varinlioglu, Nick Rauh, Liu He and Daniel Aliaga Guided Pluralistic Building Contour Completion

Registration and segmentation

- 14. Gustavo Netto and Manuel Oliveira. Robust Point-Cloud Registration based on Dense-Point Matching and Probabilistic Modeling
- 15. Hang Liu, Mengke Yuan, Tong Wang, Peiran Ren and Dong-Ming Yan. LIST: Low Illumination Scene Text Detector with Automatic Feature Enhancement
- 16. Yanping Fu, Qiaoqiao Chen and Haifeng Zhao. CGFNet: Cross-Guided Fusion Network for RGB-Thermal Semantic Segmentation
- Youcheng Song, Zhengxing Sun, Qian Li, Yunjie Wu, Yunhan Sun and Shoutong Luo. Learning Indoor Point Cloud Semantic Segmentation from Image-Level Labels

Rendering and colors

- 18. Shumeet Baluja. A Natural Representation of Colors with Textures
- Yanzhen Chen, Jixiang Zhou and Xiaogang Jin. Fast Probe-Leaking Elimination Using Mask Decomposition
- 20. Grigoris Tsopouridis, Ioannis Fudos and Andreas-Alexandros Vasilakis. **Deep Hybrid Order-Independent Transparency**
- 21. Che Shen, Robert Wanat, Jang Jin Yoo, Junwoo Jang and Mark Fairchild. **Measuring and Modeling Display Observer Metamerism**

Shape modelling and analysis

- 22. Shengjun Liu, Haibo Wang, Ling Hu, Qinsong Li and Xinru Liu. Incremental Functional Map for Accurate and Smooth Shape Correspondence
- 23. Adnan Firoze, Bedrich Benes and Daniel Aliaga. Urban Tree Generator: Spatio-Temporal and Generative Deep Learning for Urban Tree Localization and Modeling
- 24. Qi Liu, Bin Sheng and Lizhuang Ma. PointALCR: Adversarial Latent GAN and Contrastive Regularization for Point Cloud Completion
- 25. Dena Bazazian, Cindy Grimm, Bonnie Magland, Erin Chambers and Kathryn Leonard. **Perceptually grounded quantification of 2D shape complexity**

Image analysis and processing 3

- Xinrong Hu, Junyu Zhang, Jin Huang, Jinxing Liang, Feng Yu and Tao Peng. Virtual try-on based on attention U-Net
- 27. Ye Liu, Liang Wan, Fan Lyu and Wei Feng. Fine-Grained Scale Space Learning for Single Image Super-Resolution
- 28. Zixun Yu, Manuel Oliveira and Daniel Aliaga. Preemptive Text Warping to Prevent Appearance of Motion Blur
- 29. Wangkang Huang, Zhenyang Zhu, Xiaodiao Chen, Ligeng Chen, Kentaro Go and Xiaoyang Mao. Image Recoloring for Red-Green Dichromats with Compensation Range based Naturalness Preservation and Refined Dichromacy Gamut

Geometry and topology

- Daniel Stroeter, Johannes Sebastian Mueller-Roemer,
 Daniel Weber and Dieter Fellner. Fast Harmonic
 Tetrahedral Mesh Optimization
- 31. Daniel Klötzl, Tim Krake, Youjia Zhou, Ingrid Hotz, Bei Wang and Daniel Weiskopf. Local Bilinear Computation of Jacobi Sets
- 32. Yi Chen, Qinghui Zhang, Zeli Guan, Ying Zhao and Wei Chen. **GEMvis: A Visual Analysis Method for the**



Comparison and Refinement of Graph Embedding Models

VR/AR

- 33. Myoung Gon Kim, JiSeok Ryu, Jaemin Son and Junghyun Han. Virtual Object Sizes for Efficient and Convenient Mid-air Manipulation
- 34. Benjamin Brennecke, Rene Weller and Gabriel Zachmann. Redirected Walking in Virtual Reality with Auditory Step Feedback.
- 35. Hui Liang and Xiaohang Dong. A Game Training Model of Children's Cognitive Ability Based on Piaget's Cognitive Theory

Simulation and animation

- 36. Pengfei Liu, Qianwen Chao, Henwei Huang, Qiongyan Wang, Zhongyuan Zhao, Qi Peng, Milo K. Yip, Elvis S. Liu and Xiaogang Jin. Velocity-based Dynamic Crowd Simulation by Data-Driven Optimization
- 37. Yifan Chu, Zhen Liu, Tingting Liu and Yanjie Chai.

 Physical simulation of shaking and falling effect of objects in door earthquake scenario

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