EDITORIAL



Preface

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In this issue, we have three regular papers followed by six papers from Cyberworld 2014.

The first regular paper is Region saliency detection via multi-feature on absorbing Markov chain by Wenjie Zhang, Qingyu Xiong, Weiren Shi and Shuhan Chen. The second paper is A comprehensive survey of human action recognition with spatio-temporal interest point (STIP) detector by Debapratim Das Dawn and Soharab Hossain Shaikh. The third paper is Visual tracking with semi-supervised online weighted multiple instance learning by Zhihui Wang Sook Yoon Shan Juan Xie Yu Lu and Dong Sun Park. The remaining papers are described in the preface of the Cyberworld section.

Nadia Magnenat-Thalmann Editor-in-Chief



Nadia Magnenat-Thalmann joined NTU in August 2009 as the Director of the interdisciplinary Institute for Media Innovation. She has authored dozens of books, published more than 500 papers on virtual humans and virtual worlds (many jointly with her PhD students), organised numerous conferences, and delivered more than 300 keynote addresses, some of them at global events such as the World Economic Forum in Davos. During her illustrious career, she also

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established MIRALab in Switzerland, a groundbreaking interdisciplinary multimedia research institute. She participated in more than 50 European research projects, helping MIRALab to develop revolutionising interdisciplinary research in computer graphics, computer animation and virtual worlds and producing impactful work that synergises art, fashion and computer graphics. Her work is regularly displayed at museums, galleries and fashion shows. She was also Vice-Rector of the University of Geneva. Besides having bachelor's and master's degrees in disciplines such as psychology, biology, chemistry and computer science, Professor Thalmann completed her PhD in quantum physics at the University of Geneva. She has received honorary doctorates from Leibniz University of Hannover and the University of Ottawa in Canada. She is Editor-in-Chief of The Visual Computer, co-Editor-in-Chief of Computer Animation and Virtual Worlds, and editor of many other scientific journals. She is a life member of the Swiss Academy of Engineering Sciences.

