



Preface

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In this issue, we have four additional papers from 35th Computer Graphics International conference (CGI 2018) held on 11–14 June, 2018 in Bintan, Indonesia. Moreover, three papers from Euro VA 2017 held on 12–13 June 2017 in Barcelona, Spain and three papers from Cyberworlds 2017 held on 20–22 September 2017 in Chester, UK are included.

The first paper, from CGI 2018 conference, is titled “Detail-Preserved Real-time Hand Motion Regression from Depth” by Qing Fan, Xukun Shen and Yong Hu from Beihang University, Beijing, China.

The second paper, from CGI 2018 conference, is titled “Lens Flare Prediction based on Measurements with Real-Time Visualization” by Andreas Walch, Christian Luksch, Attila Szabo, Harald Steinlechner, Georg Haaser, Michael Schwarzler, Stefan Maierhofer from VRVis Research Center, Vienna, Austria.

The third paper, from CGI 2018 conference, is titled “DepthCut: Improved Depth Edge Estimation Using Multiple Unreliable Channels” by Paul Guerrero, Niloy J. Mitra from University College, London, UK Holger Winnemoller and Wilmot Li from Adobe research.

The fourth paper, from CGI 2018 conference, is titled “3D Cartoon Face Rigging from Sparse Examples” by Jingyong Zhou from Tsinghua University, China, Hsiang-Tao Wu, Zicheng Liu, Xin Tong and Baining Guo from Microsoft Research Asia.

The next three papers are selected from Euro VA 2017 conference. The first paper, from Euro VA 2017 conference, is titled “VIAL - A Unified Process for Visual-Interactive Labeling” by Jurgen Bernard from TU Darmstadt, Germany and Fraunhofer Institute for Computer Graphics Research, IGD, Darmstadt, Germany, Matthias Zeppelzauer from St. Pölten University of Applied Sciences, St. Pölten, Austria, Michael Sedlmair from Jacobs University, Bremen, Germany and Wolfgang Aigner from TU Wien, Austria.

The second paper, from Euro VA 2017 conference, is titled “Visual Analysis of Retinal Changes with Optical Coherence Tomography” by Martin Rohlig, Christoph Schmidt, Ruby Kala Prakasam, Paul Rosenthal, Heidrun Schumann, Oliver Stachs from University of Rostock, Germany.

The third paper, from Euro VA 2017 conference, is titled “Making Machine Intelligence Less Scary for Criminal Analysts: Reflections on Designing a Visual Comparative Case Analysis Tool” by Wolfgang Jentner, Dominik Sacha, Florian Stoffel, Geoffrey Ellis, Daniel Keim from Universität Konstanz, Germany and Leishi Zhang from Middlesex University, London, UK.

The next three papers are selected from Cyberworlds 2017 conference. The first paper, from Cyberworlds 2017, is titled “Is Gender Encoded in the Smile? A Computational Framework for the Analysis of the Smile Driven Dynamic Face for Gender Recognition” by Hassan Ugail and Ahmad Al-dahoud from University of Bradford, Bradford, UK.

The second paper, from Cyberworlds 2017, is titled “Virtual Reality’s Effect On Parameter Optimisation for Crowd-Sourced Procedural Animation” by Gareth I. Henshall, William J. Teahan and Llyrap Cenydd from Bangor University, UK.

The third paper, from Cyberworlds 2017, is titled “FiVES: An Aspect-Oriented Approach for Shared Virtual Environments in the Web” by Torsten Spieldenner, Michael Guldner, Philipp Slusallek from German Research Center for Artificial Intelligence (DFKI), Saarbrücken, Germany and Sergiy Byelozorov from Saarland University, Munich, Germany.

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