Editorial

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This special issue will bring the recent advances in geometric analysis for visual data to the interested readers. Initially, 38 papers were submitted to this special issue. Each submission underwent the regular review cycles of *The Visual Computer*. In the end, ten papers were accepted for the special issue.

In the paper “Generalized rational Bézier curves for the rigid body motion design”, Luo et al. present a new method for the smooth interpolation of the orientations of a rigid body motion, based upon the geometrical Hermite interpolation in a hypersphere. In the paper “A new fast normal-based interpolating subdivision scheme by cubic Bézier curves”, Mao et al. propose a new fast normal-based interpolating subdivision scheme for curve and surface design, which is based on cubic Bezier curves and the normal vectors are used to generate a circle. In the paper “Harmonic mean normalized Laplace-Beltrami spectral descriptor”, Liu et al. propose a framework based on harmonic mean normalized Laplace-Beltrami spectral descriptor, whose effectiveness is verified on the retrieval of stretched non-rigid 3D shapes. In the paper “Least square geometric iterative fitting method for generalized B-spline curves with two different kinds of weights”, Zhang et al. propose a fresh least square geometric iterative fitting method for generalized B-splines, and two different

kinds of weights are introduced to combine the advantages of generalized B-splines with those of the geometric iterative method. In the paper “Mesh saliency detection via double absorbing Markov chain in feature space”, Liu et al. propose a mesh saliency detection approach using absorbing Markov chain, which considers both background and foreground cues. In the paper “Chro-Ring: a time-oriented visual approach to represent writer’s history”, Zhu et al. propose a visualization system, Chro-Ring, to clearly present time-oriented information about a famous writer visually to users. In the paper “A 3D model perceptual feature metric based on global height field”, Guo et al. propose a novel and straightforward method to extract perceptually important points based on global height field for arbitrary topology 3D model. In the paper “Fisher discrimination based $L_{2,1}$ -norm Sparse Representation for face recognition”, Zhao et al. propose a robust sparse representation framework for face recognition, which constrains the noise penalty by the $L_{2,1}$ -norm and incorporates the Fisher discrimination. In the paper “Retiling scheme: a novel approach of direct anisotropic quad-dominant remeshing”, Wang et al. propose a remeshing method with retiling scheme, which can control the resolution of the quadrilateral mesh and produce high-quality quad-dominant mesh. In the paper “Image morphing with conformal welding”, Fan et al. propose an image morphing method by leveraging the conformal welding theory to enforce shape consistency.

We would like to thank all the external reviewers, the authors of the submitted papers, and others who have helped to ensure the high quality of the papers. We wish to acknowledge Prof. Nadia Magnenat-Thalmann, Editor-in-Chief of *The Visual Computer*, for allowing us to produce this special issue and helping with the process, as well as all staff at Springer for their help during the production process.

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