

## Preface

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In this issue, we have ten regular papers:

The first regular paper is titled “RayPortals: a light transport editing framework” by Thomas Subileau, Nicolas Mellado, David Vanderhaeghe, and Mathias Paulin from Université Toulouse III Paul Sabatier, France.

The second paper is “Performance driven redundancy optimization of data layouts for walkthrough applications” by Jia Chen, Shan Jiang, Zachary Destefano, Sungeui Yoon, and M. Gopi from UC Irvine, USA.

The third paper is “Automatic estimation and segmentation of partial blur in natural images” by Taiebeh Askari Javaran, Hamid Hassanpour, and Vahid Abolghasemi from University of Shahrood, Iran.

The fourth paper is “A two-level clustering approach for multidimensional transfer function specification in volume visualization” by Lile Cai, Binh P. Nguyen, Chee-Kong Chui, and Sim-Heng Ong from National University of Singapore, Singapore.

The fifth paper is “A new sparse representation-based object segmentation framework” by Huimin Yu, Jinciao Yao, and Roland Hu, Zhejiang University, China.

The sixth paper is “Diminished reality for augmented reality interior design” by Sanni Siltanen from VTT Technical Research Centre of Finland, Finland.

The seventh paper is “Saliency detection via Boolean and foreground in a dynamic Bayesian framework” by Wei Qi, Jing Han, Yi Zhang, and Lianfa Bai from Nanjing University of Science and Technology, China.

The eighth paper is “A novel local derivative quantized binary pattern for object recognition” by Chuanbo Chen from Huazhong University of Science and Technology, China, and Hubei University of Education, China, Jun Shang, Xiaobing Pei, Hu Liang, He Tang, and Mudar Sarem from Huazhong University of Science and Technology, China.

The ninth paper is “Object tracking by color distribution fields with adaptive hierarchical structure” by Yawen Wang, Hongchang Chen, Shaomei Li, Jianpeng Zhang, and Chao Gao from National Digital Switching System Engineering and Technological R&D Center, Zhengzhou, China.

The tenth paper is “Blind inpainting using the fully convolutional neural network” by Nian Cai, Zhenghang Su, Zhineng Lin, Han Wang, Zhijing Yang, and Bingo Wing-Kuen Ling from Guangdong University of Technology, China.

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