

Message from the Editor-in-Chief

Shi-Min Hu

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I would like to take this opportunity to thank everyone who has helped to make *Computational Visual Media* a success in its third year of 2017. In particular, my thanks go to the authors, the reviewers, and the Editorial Board members, as well as the staff of Tsinghua University Press and Springer. Their combined efforts have helped to ensure that all four issues for 2017 were published on schedule. A total of 31 papers were published in 4 issues, including regular submitted papers and papers recommended by the CVM Conference, Pacific Graphics, and SIGGRAPH Asia. The acceptance rate for regular papers was 28.6%.

Following the success of the first two years, Tsinghua University Press has decided to sponsor an annual award for the best paper published in *Computational Visual Media*. After carefully considering the 31 papers published in 2017, the Editorial Board has chosen the paper: *Robust camera pose estimation by viewpoint classification using deep learning* [1] as the winner of the Best Paper Award, while four other papers: *Joint head pose and facial landmark regression from depth images* [2], *Feature-aligned segmentation using correlation clustering* [3], *Editing smoke animation using a deforming grid* [4], and *EasySVM: A visual analysis approach for open-box support vector machines* [5], have won the Honorable Mention Awards.

The Editorial Board, Tsinghua University Press, and Springer offer their congratulations to the winners, who in addition to the prestige conferred upon them by the award, will also share a cash prize of US\$3000: the Best Paper will receive US\$1000, and each Honorable Mention Paper will receive US\$500.

We look forward to receiving further excellent papers in 2018, and selecting next year's winners!

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Award-winning articles

- [1] Yoshikatsu Nakajima, Hideo Saito. Robust camera pose estimation by viewpoint classification using deep learning. *Computational Visual Media* Vol. 3, No. 2, 189–198, 2017.
- [2] Jie Wang, Juyong Zhang, Changwei Luo, and Falai Chen. Joint head pose and facial landmark regression from depth images. *Computational Visual Media* Vol. 3, No. 3, 229–241, 2017.
- [3] Yixin Zhuang, Hang Dou, Nathan Carr, and Tao Ju. Feature-aligned segmentation using correlation clustering. *Computational Visual Media* Vol. 3, No. 2, 147–160, 2017.
- [4] Zherong Pan, Dinesh Manocha. Editing smoke animation using a deforming grid. *Computational Visual Media* Vol. 3, No. 4, 369–378, 2017.
- [5] Yuxin Ma, Wei Chen, Xiaohong Ma, Jiayi Xu, Xinxin Huang, Ross Maciejewski, and Anthony K. H. Tung. EasySVM: A visual analysis approach for open-box support vector machines. *Computational Visual Media* Vol. 3, No. 2, 161–175, 2017.

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