

## Editorial introduction to the special issue

Sharat Chandran · P.J. Narayanan · A.N. Rajagopalan

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We are pleased to bring to you, in this special issue, extended versions of six papers that were first presented at the Seventh Indian Conference on Computer Vision, Graphics, and Image Processing (ICVGIP). By adopting the review process (double-blind) and structure (area chairs, single track) that have been followed used elsewhere in top conferences, ICVGIP has acquired a stature of an international conference of solid reputation. The Conference first pruned 24 papers out of 252 submissions from 17 countries for the main papers track. Subsequently, based on the presentations at the venue, and with input from seasoned Conference attendees, 12 papers were shortlisted, and the corresponding authors were invited for this special issue with a mandate of adding significant value. A subset of these papers, after further reviews, is now being offered to the readers; do enjoy the breadth and variety on offer in this small collection. We present a brief overview in alphabetical order.

In “Building look & feel concept models from color combinations”, Csurka et al. look at the problem of associating combination of colors to abstract categories. Which colors would you pick on your greeting card to convey a sense of serenity or spirituality, they ask. In “Automated cell classi-

fication and visualization for analyzing remyelination therapy”, Das et al. propose an algorithm for efficient automated cell classification, and offer a visualization method for remyelination therapy to reduce errors due to human subjectivity. In “Latent topic model-based group activity discovery”, Faruque et al. use a two-layer latent structure to detect activities in crowded public spaces. Coming to the field of computer graphics, points as primitives have lagged behind triangles when it comes to rendering, and showing global illumination effects. The paper on “Tracing specular light paths in point-based scenes”, by Goradia et al. show fascinating pictures when large models are provided as points, and not polygons. Taking multiple pictures of scenes is a common method to retrieve the high degree of contrast that is present in the real world, given limited dynamic range either in the input or output man-made devices. A problem with this schema is that the world is dynamic and may not wait while we capture multiple images. In “Reconstruction of high contrast images for dynamic scenes” Raman et al. show how to composit multiple images for scenes involving motion. Finally, the human body displays an amazing range of configurations; in “Simultaneous tracking and action recognition for single actor human actions”, Singh et al. use a two-dimensional part model to compute the pose likelihood for more accurate single actor recognition in a Bayesian network setting.

As you can see, the special issue highlights different aspects of imaging, graphics, and computer vision and is aptly suited for the visual computer. We hope you will enjoy this issue.

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Sharat Chandran (✉)  
Indian Institute of Technology Bombay, Powai, Mumbai 400 076,  
Maharashtra, India  
e-mail: [sharat@cse.iitb.ac.in](mailto:sharat@cse.iitb.ac.in)

P.J. Narayanan  
International Institute of Information Technology Gachibowli,  
Hyderabad 500 032, Andhra Pradesh, India  
e-mail: [pjn@iiit.ac.in](mailto:pjn@iiit.ac.in)

A.N. Rajagopalan  
Indian Institute of Technology Madras, I.I.T. Post Office, Chennai  
600 036, India  
e-mail: [raju@ee.iitm.ac.in](mailto:raju@ee.iitm.ac.in)