Preface

Nadia Magnenat-Thalmann¹

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In this issue, we have eight regular papers and two papers from International Conference on Virtual Reality and Visualization (ICVRV) 2016 held on 24 September, 2016,–26 September, 2016, in Hangzhou, Zhejiang, China:

The first regular paper is titled “No reference noise estimation in digital images using random conditional selection and sampling theory” by Vipin Milind Kamble, Mayur Rajaram Parate and Kishor M. Bhurchandi from Visvesvaraya National Institute of Technology, Nagpur, India.

The second paper is “Cubic norm and kernel-based bi-directional PCA: toward age-aware facial kinship verification” by Mohammad Mahdi Dehshibi from Islamic Azad University, Tehran, Iran, and Jamshid Shanbehzadeh from Kharazmi University, Tehran, Iran.

The third paper is “A human–computer interface for wrist rehabilitation: a pilot study using commercial sensors to detect wrist movements” by Ericka Janet Rechy-Ramirez, Antonio Marin-Hernandez and Homero Vladimir Rios-Figueroa from Universidad Veracruzana, Veracruz, Mexico.

The fourth paper is “Role of normalization of breast thermogram images and automatic classification of breast cancer” by Dayakshini Sathish, Surekha Kamath, Keerthana Prasad and Rajagopal Kadavigere from Manipal University, Karnataka, India.

The fifth paper is “3D object recognition using scale-invariant features” by Jeonghun Lim and Kunwoo Lee from Seoul National University, Seoul, Republic of Korea.

The sixth paper is “Structure-preserving image completion with multi-level dynamic patches” by Bowen Liu from The Education University of Hong Kong, Hong Kong, Ping Li from Macau University of Science and Technology, Macau, Bin Sheng from Shanghai Jiao Tong University, China, Yongwei Nie from South China University of Technology, China, and Enhua Wu from University of Macau, Macau.

The seventh paper is “A self-calibrated photo-geometric depth camera” by Liang Xie, Yuhua Xu from National University of Defense Technology, Hunan, China, Xiaohu Zhang from Sun Yat-sen University, Guangdong, China, Wei Bao from Hefei University of Technology, Hefei, China, Chenpeng Tong from DeepInTech, Guangdong, China, and Boxin Shi from Peking University, Beijing, China.

The eighth paper is “Color image denoising via monogenic matrix-based sparse representation” by Shan Gai from Nanchang Hangkong University, Nanchang, China.

The next two papers are selected from International Conference on Virtual Reality and Visualization (ICVRV) 2016. The first paper selected from ICVRV 2016 is “Handling pure camera rotation in semi-dense monocular SLAM” by Yao Zhou, Feihu Yan and Zhong Zhou from Beihang University, Beijing, China.

The second paper selected from ICVRV 2016 is “Patch-based self-adaptive matting for high-resolution image and video” by Guangying Cao, Jianwei Li, Xiaowu Chen from Beihang University, Beijing, China, and Zhiqiang He from Lenovo Research, Beijing, China.

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✉ Nadia Magnenat-Thalmann
thalmann@miralab.ch

¹ MIRALab-CUI, University of Geneva, Battelle, Building A, 7, Route de Drize, 1227 Carouge, Geneva, Switzerland