Preface

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In this issue, we have ten regular papers:

The first paper is titled “Scene classification-oriented saliency detection via the modularized prescription” by Chunlei Yang, Jiexin Pu, Yongsheng Dong, Guo-sen Xie, Yanna Si and Zhonghua Liu from Henan University of Science and Technology, China.

The second paper is “Histograms of Gaussian normal distribution for 3D feature matching in cluttered scenes” by Wei Zhou, Caiwen Ma, Tong Yao from Xi’an Institute of Optics and Precision Mechanics of CAS, China, Peng Chang from Northeastern University, USA, Qi Zhang from University of Chinese Academy of Sciences, China, and Arjan Kuijper from Fraunhofer IGD & TU Darmstadt, Germany.

The third paper is “Action snapshot with single pose and viewpoint” by Meili Wang, Dongjian He from Northwest A&F University, China, Shihui Guo, Minghong Liao from Xiamen University, China, Jian Chang and Jianjun Zhang from Bournemouth University, UK.

The fourth paper is “Patch-based detection of dynamic objects in CrowdCam images” by Gagan Kanaujia and Shanmuganathan Raman from Indian Institute of Technology Gandhinagar, India.

The fifth paper is “Emotion information visualization through learning of 3D morphable face model” by Hai Jin, Xun Wang, Yuanfeng Lian and Jing Hua from Wayne State University, USA.

The sixth paper is “A draw call-oriented approach for visibility of static and dynamic scenes with large number of

triangles” by Yvens Reboucas Serpa and Maria Andreia Formico Rodrigues from University of Fortaleza, Brazil.

The seventh paper is “Fast example searching for input-adaptive data-driven dehazing with Gaussian process regression” by Xin Fan, Xianxuan Tang, Minjun Hou and Zhongxuan Luo from Dalian University of Technology, China.

The eighth paper is “An optimized source term formulation for incompressible SPH” by Jens Cornelis, Markus Ihmsen from FIFTY2 Technology GmbH, Germany, Christoph Gissler, Matthias Teschner from University of Freiburg, Germany, and Jan Bender from RWTH Aachen University, Germany.

The ninth paper is “Improving bag-of-poses with semi-temporal pose descriptors for skeleton-based action recognition” by Saeid Agahian, Cemal Kose from Karadeniz Technical University, Turkey, and Farhood Negin from INRIA Sophia Antipolis, France.

The tenth paper is “Importance-based approach for rough drawings” by Heekyung Yang, Kyungha Min from Sangmyung University, South Korea.

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