



Preface

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In this issue, we have eleven regular papers and three surveys:

The first paper is titled “Glioma extraction from MR images employing Gradient Based Kernel Selection Graph Cut technique” by Jyotsna Dogra, Shruti Jain and Meenakshi Sood from Jaypee University of Information Technology, India.

The second paper is “ISPH–PBD: coupled simulation of incompressible fluids and deformable bodies” by Nadine Aburumman, Loïc Barthe and David Vanderhaeghe from Institut de recherche en informatique de Toulouse, France, Prapanch Nair and Patric Müller from Friedrich-Alexander-Universität Erlangen-Nürnberg, Germany.

The third paper is “CityCraft: 3D virtual city creation from a single image” by Suzi Kim and Sunghee Choi from Korea Advanced Institute of Science and Technology, South Korea, and Dodam Kim from Samsung Electronics, South Korea.

The fourth paper is “Interactive influences of color attributes on color perception bias” by Huan Yang from Tianjin University, China, Yi-Na Li from China University of Science and Technology, China, and Kang Zhang from University of Texas at Dallas, USA.

The fifth paper is “A new multi-secret image sharing scheme based on DCT” by Oinam Bidyapati Chanu and Arambam Neelima from National Institute of Technology Nagaland, India.

The sixth paper is “4D facial expression recognition using multimodal time series analysis of geometric landmark-based deformations” by Payam Zarbakhsh and Hasan Demirel from Dogu Akdeniz Universitesi, Cyprus.

The seventh paper is “Noise-tolerant texture feature extraction through directional thresholded local binary pattern” by Sayed Mohamad Tabatabaei and Abdollah Chalechale from Razi University, Iran.

The eighth paper is “Segmentation of crowd flow by trajectory clustering in active contours” by Sonu Lamba and

Neeta Nain from Malaviya National Institute of Technology Jaipur, India.

The ninth paper is “Air-writing recognition system for Persian numbers with a novel classifier” by Shahram Mohammadi and Reza Maleki from University of Zanjan, Iran.

The tenth paper is “Using pseudo voxel octree to accelerate collision between cutting tool and deformable objects modeled as linked voxels” by Shiyu Jia, Weizhong Zhang and Zhenkuan Pan from Qingdao University, China, Guodong Wang and Xiaokang Yu from Qingdao Technological University, China.

The eleventh paper is “Compressing animated meshes with fine details using local spectral analysis and deformation transfer” by Chengju Chen, Qing Xia, Shuai Li and Aimin Hao from Beihang University, China, and Hong Qin from Stony Brook University, USA.

The twelfth paper is “Survey of cube mapping methods in interactive computer graphics” by Martin Lambers from Universität Siegen, Germany.

The thirteenth paper is “A review of monocular visual odometry” by Ming He, Chaozheng Zhu and Jintao Liu from Army Engineering University, China, Huang Qian from Hohai University, China, and Baosen Ren from Nacional’nij tehnicnij universitet Ukraini Kiivs’kij politehnicnij institut imeni Igora Sikors’kogo Fakul’tet elektroenergotehniki ta avtomatiki, Ukraine.

The fourteenth paper is “A comprehensive survey on automatic facial action unit analysis” by Ruicong Zhi and Dezheng Zhang from University of Science and Technology Beijing, China and Mengyi Liu from Beijing Information Science and Technology University, China.

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