Editorial

Message from the Best Paper Award Committee

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Following the success of the past six years, Tsinghua University Press will continue to sponsor an annual award for the best papers published in *Computational Visual Media*. Eleven papers in 2021 from *Computational Visual Media* were recommended by the associate editors as candidate papers for the Best Paper Award. The Editor-in-Chief then invited the three of us to serve as the committee for choosing the Best Paper. After careful discussion by the committee, the following paper is chosen as the winner of the Best Paper Award:

> *EfficientPose: Efficient human pose estimation with neural architecture search* [1]

while two other papers are awarded the Honorable Mention Awards:

> *Efficient fastest-path computations for road maps* [2]
>
> *Inferring object properties from human interaction and transferring them to new motions* [3]

The Best Paper Award Committee would like to offer congratulations to the winners, who in addition to the prestige conferred upon them by the awards, will also receive cash prizes: the Best Paper will receive US$1000, and each Honorable Mention Paper will receive US$500.

We hope that more excellent papers will be submitted to *Computational Visual Media* to compete for the Best Paper Award next year!

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Award-winning articles

[1] Wenqiang Zhang, Jiemin Fang, Xinggang Wang, and Wenyu Liu. EfficientPose: Efficient human pose estimation with neural architecture search. *Computational Visual Media* Vol. 7, No. 3, 335–347, 2021.

[2] Renjie Chen, Craig Gotsman. Efficient fastest-path computations for road maps. *Computational Visual Media* Vol. 7, No. 2, 267–281, 2021.

[3] Qian Zheng, Weikai Wu, Hanting Pan, Niloy Mitra, Daniel Cohen-Or, and Hui Huang. Inferring object properties from human interaction and transferring them to new motions. *Computational Visual Media* Vol. 7, No. 3, 375–392, 2021.