EDITORIAL

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Preface

Nadia Magnenat-Thalmann[1]

In this issue, we have ten regular papers.

The first regular paper is titled "Local-to-global mesh saliency" by Ran Song, Yonghuai Liu, Ralph R. Martin and Karina Rodriguez Echavarria from University of Brighton, United Kingdom.

The second paper is "Real-time dynamic reflections for realistic rendering of 3D scenes" by Daniel Valente de Macedo and Maria Andreia Formico Rodrigues from University of Fortaleza—UNIFOR, Fortaleza, CE BRAZIL.

The third paper is "Animating pictures of water scenes using video retrieval" by Makoto Okabe from Shizuoka University, Japan, Yoshinori Dobashi from Hokkaido University, Sapporo, Japan and Ken Anjyo from Tokyo, Japan.

The fourth paper is "Style-based biped walking control" by Zumra Kavafoglu, Ersan Kavafoglu, Hasmet Gurcay from Hacettepe University, Ankara, Turkey, Gokcen Cimen from ETH Zurich, Zurich, Switzerland and Tolga Capin from TED University, Ankara, Turkey.

The fifth paper is "3D reconstruction framework via combining one 3D scanner and multiple stereo trackers" by Jinlong Shi, Suqin Bai from Jiangsu University of Science and Technology, Zhenjiang, China and Zhengxing Sun from Nanjing University, Nanjing, China.

The sixth paper is "Motion keypoint trajectory and covariance descriptor for human action recognition" by Yun Yi and Hanli Wang from Tongji University, Shanghai, China.

The seventh paper is "Evaluation of X-ray visualization techniques for vertical depth judgments in underground exploration" by Mustafa Tolga Eren and Selim Balcisoy from Sabanci University, Istanbul, Turkey.

The eighth paper is "Space–time image layout" by Shahar Ben-Ezra and Daniel Cohen-Or from Tel Aviv University, Israel.

The ninth paper is "Content-aware image resizing using quasi-conformal mapping" by Jinlan Xu from Hangzhou Dianzi University, China, Hongmei Kang and Falai Chen from University of Science and Technology of China, China.

The tenth paper is "Approximations for the distribution of microflake normals" by Nelson Max from University of California, Davis, USA, Tom Duff from Pixar Animation Studios, Ben Mildenhall from University of California, Berkeley, USA and Yajie Yan from Washington University, St. Louis, USA.

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