

Message from the Editor-in-Chief

Shi-Min Hu

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I would like to take this opportunity to thank everyone who helped to make *Computational Visual Media* a success in its fourth year of 2018. In particular, my thanks go to the authors, the reviewers, and the Editorial Board members, as well as the staff of Tsinghua University Press and Springer. Their combined efforts have helped to ensure that all four issues for 2018 were published on schedule. A total of 30 papers were published in these issues, including regular submitted papers, and papers recommended by the CVM Conference, Pacific Graphics, and ACM SIGGRAPH Asia. The acceptance rate for regular papers was 21%. Despite its short history, *Computational Visual Media* has been included in various indexing and database services, including SCOPUS, INSPEC, DBLP, and DOAJ. *Computational Visual Media's* impact factor is 1.82 according to SCOPUS CiteScore.

Following the success of the past three years, Tsinghua University Press will continue to sponsor an annual award for the best paper published in *Computational Visual Media*. After carefully considering the 30 papers published in 2018, the Editorial Board chose the paper: *Photometric stereo for strong specular highlights* [1] as the winner of the Best Paper Award, while three other papers: *Knowledge graph construction with structure and parameter learning for indoor scene design* [2], *Robust edge-preserving surface mesh polycube deformation* [3], and *Transferring pose and augmenting background for deep human image parsing and its applications* [4], have won Honorable Mention Awards.

The Editorial Board, Tsinghua University Press, and Springer offer their congratulations to the winners, who in addition to the prestige conferred upon them by the award, will also receive cash prizes: the Best Paper will receive US\$1000, and each Honorable Mention Paper will receive US\$500.

We look forward to receiving further excellent papers in 2019, and selecting next year's winners!

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Award-winning articles

- [1] Maryam Khanian, Ali Sharifi Boroujerdi, and Michael Breuß. Photometric stereo for strong specular highlights. *Computational Visual Media* Vol. 4, No. 1, 83–102, 2018.
- [2] Yuan Liang, Fei Xu, Song-Hai Zhang, Yu-Kun Lai, and Taijiang Mu. Knowledge graph construction with structure and parameter learning for indoor scene design. *Computational Visual Media* Vol. 4, No. 2, 123–137, 2018.
- [3] Hui Zhao, Na Lei, Xuan Li, Peng Zeng, Ke Xu, and Xianfeng Gu. Robust edge-preserving surface mesh polycube deformation. *Computational Visual Media* Vol. 4, No. 1, 33–42, 2018.
- [4] Takazumi Kikuchi, Yuki Endo, Yoshihiro Kanamori, Taisuke Hashimoto, and Jun Mitani. Transferring pose and augmenting background for deep human image parsing and its applications. *Computational Visual Media* Vol. 4, No. 1, 43–54, 2018.

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