Application of Machine Learning in Graphics and Images

Guest Editors:

Dr. Yiqi Wu
School of Computer Science,
China University of Geosciences,
Wuhan 430074, China

Dr. Dejun Zhang
School of Computer Science,
China University of Geosciences,
Wuhan 430074, China

Dr. Yilin Chen
School of Computer Science and
Engineering, Wuhan Institute of
Technology, Wuhan 430205,
China

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Message from the Guest Editors

Dear Colleagues,

Computer graphics and image processing technologies have been widely used in production processes in society today, as well as other aspects of daily life, offering solutions with greatly improved efficiency and quality. Meanwhile, the last few decades have witnessed machine learning modes becoming effective and ubiquitous approaches applied to various challenging real-world or virtual tasks.

In this Special Issue, we look forward to your novel research papers or comprehensive surveys of state-of-the-art works that may contribute to innovative machine learning application models, improvements of classical computer graphics and image processing tasks, and new interesting applications. Topics include, but are not limited to, the following:

- Computer graphics;
- Image processing;
- Computer vision;
- Machine learning and deep learning;
- Pattern recognition;
- Object detection, recognition, and tracking;
- Part and semantic segmentation;
- Rigid and non-rigid registration;
- 3D reconstruction;
- Virtual reality/augmented reality/mixed reality;
- Computer-aided design/engineering;
- Human pose and behavior understanding;
- Autonomous driving.

Special Issue

Editor-in-Chief

Prof. Dr. Flavio Canavero
Department of Electronics and
Telecommunications,
Politecnico di Torino, 10129
Torino, Italy

Message from the Editor-in-Chief

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