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# Preface

The Computational Visual Media (CVM) conference series is intended to provide a major international forum for exchanging novel research ideas and significant computational methods that either underpin or apply visual media. The primary goal is to promote the cross-disciplinary research to amalgamate aspects of computer graphics, computer vision, machine learning, image and video processing, visualization and geometric computing. The main topics of interest to CVM include classification, composition, retrieval, synthesis, cognition and understanding of visual media (e.g., images, video, 3D geometry).

The Computational Visual Media Conference 2022 (CVM 2022), the 10th international conference in the series, has been held during April 7–9, 2022, at Tsinghua University, Beijing. Following the success of previous CVM conferences, CVM 2022 attracted broad attention from researchers worldwide. A total of 157 technical papers were submitted and reviewed by an international program committee with 130 selected experts, and 37 additional reviewers. A total of 31 papers were accepted for oral presentation.

Among the 31 accepted papers, seven outstanding papers have been selected for inclusion in this special issue. These papers cover a wide spectrum of topics including depthwise separable convolutional networks, neural style transfer, textureless region tracking, multi-object detection and tracking, person re-identification, facade parsing and head-mounted display for CT visualization. In addition, we have also included an invited survey paper on Redirected Walking Techniques. We hope that readers will enjoy this special issue. We are grateful to all the paper authors and reviewers for their valuable contributions.

**Leading Editor**

Shi-Min Hu (胡事民), Professor, Department of Computer Science and Technology, Tsinghua University, Beijing
shimin@tsinghua.edu.cn

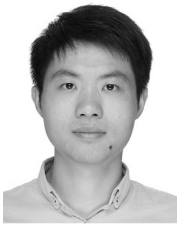
**Guest Editors**

Paul L. Rosin, Professor, School of Computer Science and Informatics, Cardiff University, Cardiff
rosinpl@cardiff.ac.uk

Tian-Jia Shao (邵天甲), Professor, State Key Laboratory of CAD&CG, Zhejiang University, Hangzhou
tjshao@zju.edu.cn

**Shi-Min Hu** received his Ph.D. degree from Zhejiang University, Hangzhou, in 1996. He is currently a professor in the Department of Computer Science and Technology, Tsinghua University, Beijing. His research interests include digital geometry processing, video processing, rendering, computer animation, and computer-aided geometric design. He is the Editor-in-Chief of Computational Visual Media, and on the editorial boards of several journals, including Computer Aided Design, Computer & Graphics and Journal of Computer Science and Technology.

**Paul L. Rosin** is a professor in the School of Computer Science and Informatics, Cardiff University, Cardiff, UK. He received his Ph.D. degree from City University, London, in 1988. Previous posts were at Brunel University, London, UK, the Institute for Remote Sensing Applications, Joint Research Centre, Italy, and Curtin University of Technology, Australia. His research interests include low-level image processing, performance evaluation, shape analysis, facial analysis, medical image analysis, 3D mesh processing, cellular automata, non-photorealistic rendering, and cultural heritage.



**Tian-Jia Shao** is a professor in the State Key Laboratory of CAD&CG, Zhejiang University, Hangzhou. Previously he was a lecturer in the School of Computing, University of Leeds, Leeds. He received his B.S. and Ph.D. degrees from Tsinghua University, Beijing, in 2008 and 2014, respectively. His research interests include 3D scene modeling, digital avatar creation, structure-aware geometry processing, and computer animation. He currently serves on the editorial board of the Visual Computer.