



## Application of Machine Learning in Graphics and Images, 2nd Edition

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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. Both the fields of image processing and computer graphics are important machine learning application scenarios that have stimulated high research interest and brought about a series of popular research directions.

Topics of interest include all aspects of the application of machine learning to graphics and images, but are not limited to the following detailed list:

- 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.





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## Message from the Editor-in-Chief

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