Computer Graphics, Imaging & Visualization
- New Techniques and Trends -

Preface

Computer Graphics, Imaging and Visualization (CGiV) combined are used in some form or shape in most application in this age. New applications show strong trends from graphics, imaging, and visualisation. There are exciting explorations of theories and applications to a wide range of disciplines including social media, geo-sociology, health, business, security and more. Statistical analysis of literature illustrates that the chasm between academia and industries is abridged as applications becoming more innovative and drives new research activities.

The collection in this volume has latest contributions from scientists, artists, and users from a cross section of disciplines in the area of Computer Graphics, Imaging, and Visualisation. Though the classification is somewhat difficult because of overlapping nature of the subject but there are three themes of Graphics, Imaging and Visualisation running through this book. Chapters contribute towards different new techniques, applications, and tools within the theme of the book. The book is planned to have best possible utility for researchers, computer scientists, practicing engineers, and many others around the globe. It will also be equally and extremely useful for graduate students in the areas of Computer Science, Engineering, and other computational science disciplines.

Each contributor does indeed add a fresh view and thoughts, challenges our beliefs, and encourages further exploration and innovation. We are grateful to all for providing the opportunity to share their valuable work to research and scientific community. These contributions will definitely prove to be an asset for future awareness.

This book has come out of the efforts of the annual international forum of CGiV2016. We are deeply indebted to all the contributors of this book as well as the reviewers for their patience and cogent views of submitted manuscripts.

Editors
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