

Special Issue

Application of Machine Learning in Graphics and Images

Message from the Guest Editors

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.

Guest Editors

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Deadline for manuscript submissions

closed (15 March 2024)



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About the Journal

Message from the Editor-in-Chief

Electronics is a multidisciplinary journal designed to appeal to a diverse audience of research scientists, practitioners, and developers in academia and industry. The journal is devoted to fast publication of latest technological breakthroughs, cutting-edge developments, and timely reviews of current and emerging technologies related to the broad field of electronics. Experimental and theoretical results are published as regular peer-reviewed articles or as articles within Special Issues guest-edited by leading experts in selected topics of interest.

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