Special Issue

New Trends of Machine Learning Applications in Computer Graphics and Image Processing

Message from the Guest Editors

Recently, machine learning has become prevalent in all research directions. Researchers are seeking machine learning substitutes for all traditional methods, especially in the fields of computer graphics and image processing. However, machine learning applications should not simply train the same models in different cases; they should be smartly designed to cope with the differing nature of different cases. In computer graphics and image processing, there are specific difficulties, for example, complex data structures such as triangular mesh, and off-grid operations such as scattered data interpolation preventing the ordinary neural network operations, e.g., convolution and pooling, from being directly used. In addition, large model sizes also are a big obstacle of real-time applications such as the rendering of large-scale scenes with high qualities. Novel applications of machine learning ideas to solve core problems in computer graphics and image processing are particularly welcome in this Special Issue.

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Deadline for manuscript submissions

closed (10 July 2025)

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Mathematics

an Open Access Journal by MDPI

**Impact Factor 2.2
CiteScore 4.6**

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The journal *Mathematics* publishes high-quality, refereed papers that treat both pure and applied mathematics. The journal highlights articles devoted to the mathematical treatment of questions arising in physics, chemistry, biology, statistics, finance, computer science, engineering and sociology, particularly those that stress analytical/algebraic aspects and novel problems and their solutions. One of the missions of the journal is to serve mathematicians and scientists through the prompt publication of significant advances in any branch of science and technology, and to provide a forum for the discussion of new scientific developments.

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