Special Issue

Mathematical Methods in Computer Graphics and Image Processing

Message from the Guest Editor

This Special Issue aims to bring together the latest research and advances in the application of mathematical techniques to address key challenges in these dynamic fields. With the increasing complexity of modern computer graphics and image processing tasks, such as realistic rendering, object recognition, image enhancement, and procedural modeling, mathematical frameworks provide powerful tools for innovation. Topics of interest include, but are not limited to, differential geometry, numerical methods, optimization techniques, machine learning, and computational algebra. Contributions focusing on both theoretical advancements and practical applications are welcome, with particular emphasis on how these methods can push the boundaries of visual realism, automation, and efficiency in rendering, simulation, and analysis. This Special Issue serves as a platform for researchers and practitioners to explore how mathematical rigor can drive future developments in graphics and image processing.

Guest Editor

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About the Journal

Message from the Editor-in-Chief

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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