Special Issue on Extended Papers Presented in IEVC2019 Part II

78 Upon the Special Issue on Extended Papers Presented in IEVC2019 Part II  Naoki KOBAYASHI

Contributed Papers

79 A Screen Shake Determination Method Based on 2D Motion Histogram Analyses by Using Group Transition and Maximum Group Ratio in Gaze Areas  Mei KODAMA

91 Digital Contents for Creating and Watching 3DCG of Vehicles Based on Drawing their Pictures  Shinji MIZUNO

System Development Paper

100 Cooperative E-learning Applications Based on HTML-5 Canvas for Japanese Classical Literature Education  Eri YOKOYAMA, Hiroshi SUNAGA, Makoto J. HIRAYAMA

Special Issue on CG & Image Processing Technologies for Automation, Labor Saving and Empowerment

109 Upon the Special Issue on CG & Image Processing Technologies for Automation, Labor Saving and Empowerment  Masanori SEKINO

Contributed Paper

110 Generative Adversarial Network-Based for CG Image Bidirectional Mappings Augmentation  Haoqi GAO, Koichi OGAWARA

Regular Section

Contributed Paper

121 Robust Sphere Detection in Unorganized 3D Point Clouds Using an Efficient Hough Voting Scheme Based on Sliding Voxels  Jaime SANDOVAL, Kazuma UENISHI, Munetoshi IWAKIRI, Kiyoshi TANAKA

Announcements

136 Call for Papers: Special Issue on Image-related Technology for Realizing Immersive Media

137 Call for Papers: Special Issue on CG & Image Processing Technologies Supporting and Expanding Human Creativities

138 Call for Papers: IEVC2021 Shiretoko (Shari), Hokkaido / Sept. 8-11, 2021

Guide for Authors

140 Guidance for Paper Submission