Preface

Xiaopeng Wei and Qiang Zhang

Key Laboratory of Advanced Design and
Intelligent Computing (Dalian University),
Ministry of Education,
Dalian 116622, China
E-mail: xpwei@dlu.edu.cn
E-mail: zhangq@dlu.edu.cn

Jun Wang

School of Mechanical and Manufacturing Engineering,
The University of New South Wales,
Sydney NSW 2052, Australia
E-mail: jun.wang@unsw.edu.au

Biographical notes: Xiaopeng Wei received his PhD Degree in Mechanical Engineering from Dalian University of Technology, Dalian, China, in 1993. Now, he is a Professor at Dalian University, Dalian, China. His research area includes computer animation, intelligent CAD. So far, he has (co-) authored about 160 papers published.

Qiang Zhang received his PhD Degree in Circuits and System from Xidian University, Xi'an, China, in 2002. Now, he is a Professor at Dalian University, Dalian, China. His research interests are computer animation, intelligent computing. Now he has served as editorial boards of seven international journals and has edited special issues in journals such as *Neurocomputing and International Journal of Computer Applications in Technology*.

Jun Wang received a PhD in Mechanical and Manufacturing Engineering from the University of Melbourne, Australia, in 1993. He then worked in the same university as a Postdoctoral Research Fellow before moving to Queensland University of Technology in 1995 and then to the University of New South Wales (UNSW) in 2005. He is now Professor in Manufacturing Engineering at UNSW. His main research interests are in advanced manufacturing technologies. He has had some 250 publications including over 135 refereed journal papers and a monograph. He is a Fellow of the Institution of Engineers Australia and Vice Chairman of the International Committee for Abrasive Technology.

With the rapid development of computer and network technologies in recent years, research and applications in Computer-Aided Design (CAD), computer animation, digital entertainment and digital art are receiving increased attention from researchers across the world. Continual pioneering research is essential to further promote the development of those areas to benefit their applications in various fields.

This special issue contains 30 papers that have gone through a rigorous peer-review and revision process for their originality and quality. The topics covered include:

- Intelligent CAD
- Digital art
- Computer graphics
- Computer animation
- Motion capture animation
- Digital content management
- Multimedia technology
- Visualisation technology

The Guest Editors would like to thank all the authors for their contributions and the referees for their helpful comments on the papers. Thanks are also due to the staff at the Inderscience Publishers for their assistance in publishing this special issue.