

## The preface

*Dear Readers,*

*It is my pleasure to introduce the inaugural issue of the New Magazine of Visual Computing. This magazine is dedicated to showcasing the latest scientific research and development in the field of visual computing, with a particular focus on the work of master's and PhD students, as well as researchers.*

*Visual computing is a field that combines computer science, mathematics, and engineering to create and analyze visual content, such as images, videos, and animations. The field is rapidly advancing, and the New Magazine of Visual Computing aims to provide a platform for the dissemination of cutting-edge works and recent research in this exciting area.*

*Our goal is to bring together researchers, practitioners, and students to exchange ideas and share their latest findings, while also providing a forum for discussion and collaboration. We believe that by highlighting the work of talented students and researchers, we can foster innovation and contribute to the growth of visual computing as a field.*

*In this first issue, you will find a range of articles covering a variety of topics in visual computing, including computer vision, data visualization, Machine learning and human-computer interaction. We hope that you will find these articles informative and thought-provoking, and that they will inspire new ideas and directions for future research.*

*Finally, I would like to express my gratitude to the Master and PhD students and their supervisors who have contributed to this issue. We look forward to your feedback and suggestions, as we strive to make the New Magazine of Visual Computing a valuable resource for the scientific community. Sincerely,*

*Prof. Slimane LARABI*



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