## Special Issue on Digital Geometry Processing for Large–Scale Structures and Environments

## **Guest Editors:**

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Advanced digital geometry processing is required to develop, maintain, and renovate plants, factories, tunnels, bridges, forests, buildings and urban environments, as well as to conduct simulations and several automations therein. The importance of the rapid evolution of reliable and efficient 3D acquisition, processing, recognition, and modeling technologies, and their application to digital geometry data from large-scale structures and environments, is increasing.

**IVI** main objective of this special issue is to provide the results of the latest research on and useful applications of digital geometry processing for large-scale structures and environments.

 $\mathbf{K}$ elated topics include but are not limited to the following:

- \* 3D geometry data acquisition of large-scale structures and environments.
- \* Point cloud and mesh data processing of large-scale structures and environments.
- \* Recognition and modeling of large-scale structures and environments.
- \* Applications of digital geometry data of large-scale structures and environments.

The papers in this special issue present the latest advances in large-scale geometry processing. Learning about these advances will help readers explore them while sharing their knowledge and experience with related technologies and developments.

