

## Editorial

This volume of the journal “Research in Computing Science” contains selected papers related to Signal Processing, Vision and Virtual Environments. The papers were carefully chosen by the editorial board on the basis of the at least two reviews by the members of the reviewing committee or additional reviewers. The reviewers took into account the originality, scientific contribution to the field, soundness and technical quality of the papers. It is worth noting that various papers for this special issue were rejected.

As far as Signal Processing is concerned, the paper of this volume discuss the parameter selection to classify imagined speech on electroencephalograms, the classification of activity and linguistic inactivity from electroencephalogram signals, the development of a BCI using the P300 potential and the MindWave headset, the identification of breast cancer cell features by means of typical testors, the comparison of filters for the analysis of the two-dimensional Fourier space spectrum in the 3D digitization process, and a first step towards automatic beetle recognition.

As far as Vision is concerned, the papers of this volume describe the state of the art of automatic image recognition of the brain, a 3D object reconstruction proposal based on the Morlet wavelet best parameter selection, an age classifier for digital images using statistical methods, the facial expressions recognition based on facial landmarks dynamics, and a face recognition survey.

As far as Virtual Environments is concerned, the papers of this volume describe the body postures reproduction in virtual agents based on neuroscience evidence, a method to transfer learning in imagined speech EEG signals, a simulator ROV multiplayer for oil submarine scenarios, and the development of a collaborative application to design class diagrams in educational environments.

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