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Nota di contenuto	Discrete Geometry -- Duality and Geometry Straightness, Characterization and Envelope -- On Minimal Perimeter Polyminoes -- A Generic Approach for n-Dimensional Digital Lines -- Two Discrete-Euclidean Operations Based on the Scaling Transform -- Geometry of Neighborhood Sequences in Hexagonal Grid -- Recognition of Blurred Pieces of Discrete Planes -- Discrete Tomography -- The Number of Line-Convex Directed Polyominoes Having the Same Orthogonal Projections -- A Network Flow Algorithm for Binary Image

Reconstruction from Few Projections -- Fast Filling Operations Used in the Reconstruction of Convex Lattice Sets -- Reconstruction Algorithm and Switching Graph for Two-Projection Tomography with Prohibited Subregion -- A Geometry Driven Reconstruction Algorithm for the Mojette Transform -- Quantised Angular Momentum Vectors and Projection Angle Distributions for Discrete Radon Transformations -- A Benchmark Evaluation of Large-Scale Optimization Approaches to Binary Tomography -- Construction of Switching Components -- Discrete Topology -- Minimal Non-simple and Minimal Non-cosimple Sets in Binary Images on Cell Complexes -- Combinatorial Relations for Digital Pictures -- Reusing Integer Homology Information of Binary Digital Images -- On the Lattice Structure of Subsets of Octagonal Neighborhood Sequences in ?n -- On the Connectedness of Rational Arithmetic Discrete Hyperplanes -- Homology of Simploidal Set -- Measuring Intrinsic Volumes in Digital 3d Images -- Distance -- An Objective Comparison Between Gray Weighted Distance Transforms and Weighted Distance Transforms on Curved Spaces -- Chordal Axis on Weighted Distance Transforms -- Attention-Based Mesh Simplification Using Distance Transforms -- Generating Distance Maps with Neighbourhood Sequences -- Hierarchical Chamfer Matching Based on Propagation of Gradient Strengths -- Elliptical Distance Transforms and Applications -- Image Analysis -- A Composite and Quasi Linear Time Method for Digital Plane Recognition -- Fusion Graphs, Region Merging and Watersheds -- Revisiting Digital Straight Segment Recognition -- On Discrete Moments of Unbounded Order -- Feature Based Defuzzification in ?2 and ?3 Using a Scale Space Approach -- Improving Difference Operators by Local Feature Detection -- Shape Representation -- An Optimal Algorithm for Detecting Pseudo-squares -- Optimization Schemes for the Reversible Discrete Volume Polyhedrization Using Marching Cubes Simplification -- Arithmetic Discrete Hyperspheres and Separatingness -- The Eccentricity Transform (of a Digital Shape) -- Projected Area Based 3D Shape Similarity Evaluation -- Continuous Level of Detail on Graphics Hardware -- Topological and Geometrical Reconstruction of Complex Objects on Irregular Isothetic Grids -- Fast Polynomial Segmentation of Digitized Curves -- Segmentation -- Fuzzy Segmentation of Color Video Shots -- Application of Surface Topological Segmentation to Seismic Imaging -- Watershed Segmentation with Chamfer Metric -- Generalized Map Pyramid for Multi-level 3D Image Segmentation -- Topologically Correct Image Segmentation Using Alpha Shapes -- Skeletonization -- New Removal Operators for Surface Skeletonization -- Skeleton Pruning by Contour Partitioning -- A New 3D Parallel Thinning Scheme Based on Critical Kernels -- Order Independence in Binary 2D Homotopic Thinning -- Exact Euclidean Medial Axis in Higher Resolution -- Skeletonization and Distance Transforms of 3D Volumes Using Graphics Hardware -- Surfaces and Volumes -- How to Tile by Dominoes the Boundary of a Polycube -- A Generalized Preimage for the Standard and Supercover Digital Hyperplane Recognition -- Distance Transforms on Anisotropic Surfaces for Surface Roughness Measurement -- A 3D Live-Wire Segmentation Method for Volume Images Using Haptic Interaction -- Minimal Decomposition of a Digital Surface into Digital Plane Segments Is NP-Hard -- Erratum -- Topological and Geometrical Reconstruction of Complex Objects on Irregular Isothetic Grids.