



Augmented Reality, Virtual Reality, and Computer Graphics

Guest Editor:

Dr. Adrian Clark

School of Product Design,
University of Canterbury,
Christchurch, New Zealand

Message from the Guest Editor

Computer Graphics, and their recent applications in Augmented Reality (AR) and Virtual Reality (VR) technology, provide methods of displaying digital information in a way that can be perceived and understood by humans.

Deadline for manuscript
submissions:

31 October 2024

This focus of this Special Issue is on the visualization of digital information through Computer Graphics, Augmented Reality and Virtual Reality. The scope of this Special Issue includes (but is not limited to):

New methods and techniques for rendering digital information;

Comparisons and considerations of displaying digital information using the different technologies;

Applications with a particular focus on the display of digital information;

Other research with a focus of the display of digital information.

The purpose of this Special Issue is to act as a repository of state-of-the-art research on the display of digital information in the fields of Computer Graphics, Augmented Reality and Virtual Reality.

