

Special Issue

Algorithms for Virtual and Augmented Environments

Message from the Guest Editors

Virtual and augmented reality is a topic that is gaining popularity in various fields thanks to recent major advances and the wide availability of hardware devices that are much cheaper and easier to use than before. Virtual reality has a long history as a training environment for delicate and potentially dangerous tasks, such as flying an airplane. However, the use of these technologies has evolved greatly nowadays. For example, considering the medical field, virtual environments can be exploited to train surgeons and augmented reality can be used to assist in delicate operations. The goal of this special issue is to promote research activities in the field of virtual and augmented reality, especially from an algorithmic point of view. The focus is on multidisciplinary work that demonstrates how this field can be of great benefit to many other disciplines.

- applications of virtual and augmented reality environments
- artificial intelligence algorithms for virtual and augmented reality
- computer vision algorithms for virtual and augmented reality scenarios
- interfaces for virtual and augmented reality
- sensors for virtual and augmented reality

Guest Editors

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About the Journal

Message from the Editor-in-Chief

Algorithms are the core of computational mathematics and computer science. The whole area has been considered from different perspectives, which has led to the development of several sub-communities. The aim is to bring together researchers and practitioners from different areas of computational mathematics and computer science and to offer a platform for interdisciplinary applications in different areas of science and technology. In this way, *Algorithms* may become a forum for the exchange of new stimulating ideas between the different sub-communities working in the area of algorithms and their applications and the presentation of high-quality novel algorithmic approaches.

Editor-in-Chief

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