New Frontiers in Virtual Reality: Methods, Devices and Applications

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Deadline for manuscript submissions:
closed (28 February 2022)

Message from the Guest Editors

For VR to become commonplace and realize its full potential, various aspects of capture and display technologies, computer graphics, computer vision, visualization techniques, and applied perception play a crucial role. This Special Issue welcomes contributions addressing interdisciplinary research challenges towards generating complete, engaging VR experiences. In this Special Issue, original research articles and reviews are welcome. Expected contributions of this Special Issue include, but are not limited to:

- VR systems (capture hardware, displays, and visualization techniques)
- Immersive sensory devices (eye-tracking technologies, motion tracking, haptic devices, etc.)
- 3D environment understanding (tracking, segmentation, recognition, etc.)
- Immersive interfaces and interaction
- Multimodality in VR
- Navigation techniques for VR
- Cognitive factors and perception in VR
- Presence and embodiment
- Content generation and applications (cinematography, telepresence, games, education, cultural heritage, medicine, therapy, training, simulation, etc.)

We look forward to receiving your contributions.

Special Issue

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Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal Applied Sciences has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

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