



Virtual and Augmented Reality Systems

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Deadline for manuscript
submissions:

31 May 2021

Message from the Guest Editors

This Special Issue is an opportunity for the scientific community to present recent high-quality research works regarding any branch of virtual and augmented reality.

Topics of interest include but are not limited to:

- Human–computer interactions in the virtual and augmented environment;
- 3D user interaction in virtual and augmented space;
- Shared VR and AR technologies;
- Untact technologies in virtual and augmented space;
- Graphical simulation for VR and AR systems;
- AI-based technologies for VR and AR systems;
- Immersive analytics and visualization;
- Multiuser and distributed systems;
- Graphical advancements in virtual and augmented space

