

## Special Issue

# Novel Insights in Applied Computer Graphics, Game Technology, and AR/VR

### Message from the Guest Editor

This Special Issue explores novel insights in applied computer graphics, game technology, and augmented/virtual reality (AR/VR); fields at the forefront of visual computing and digital media. Computer graphics creates realistic visual representations across a wide range of applications, from entertainment and design to training, visualisation, and advertising. Game technology shapes immersive, interactive experiences, pushing the boundaries of storytelling and engagement. AR/VR bridges the physical and digital realms, transforming how we perceive and interact with the world. Together, these domains reshape technology and industry by pushing the boundaries of human experience and innovation and they enhance creativity and storytelling, enabling realistic simulations and immersive worlds. Together, they redefine how we interact with and perceive the digital and physical realms. The emphasis of this Special Issue is on innovative applications of computer graphics, game technology, and AR/VR, and new algorithms/implementations with real-world applications.

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### Guest Editor

Dr. Burkhard Wünsche

Computer Science Department, The University of Auckland, Auckland 92019, New Zealand

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### Deadline for manuscript submissions

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## Applied Sciences

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*Applied Sciences*  
Editorial Office  
MDPI, Grosspeteranlage 5  
4052 Basel, Switzerland  
Tel: +41 61 683 77 34  
[applsci@mdpi.com](mailto:applsci@mdpi.com)

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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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### Editor-in-Chief

Prof. Dr. Giulio Nicola Cerullo  
Dipartimento di Fisica, Politecnico di Milano, Piazza L. da Vinci 32,  
20133 Milano, Italy

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