Special Issue

Advances in Computer Graphics and 3D Technologies

Message from the Guest Editors

Computer graphics and 3D technology have made a significant impact on our daily life, ranging from fields such as the entertainment industry (film, gaming, AR/VR) and healthcare medical visualisation to industrial digital twins. With the development of AI and machine learning, the production process will be shortened, and more realistic 3D computer graphics will be available for applications. Therefore, this Special Issue will present new ideas and experimental results in the fields of 3D computer graphics, real-time graphics, computer vision and machine learning, ranging from the design, algorithm development and theoretical stages to the graphics' practical use. Areas relevant to computer graphics, geometric modelling, computational geometry, computational photography, 3D reconstruction, shape and surface modelling include, but are not limited, to real-time graphics rendering techniques, volume rendering, computer animation and simulation, physically based modelling, computer vision for computer graphics, machine learning for graphics, data compression for graphics, metaverse (VR/MR/XR), computational fabrication and scientific visualisation.

Guest Editors

Prof. Dr. Lihua You

National Centre for Computer Animation, Bournemouth University, Bournemouth BH12 5BB, UK

Dr. Zhidong Xiao

National Centre for Computer Animation, Bournemouth University, Poole BH12 5BB, UK

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Applied Sciences
Editorial Office
MDPI, Grosspeteranlage 5
4052 Basel, Switzerland
Tel: +41 61 683 77 34
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.

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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