

## Special Issue

# Advances in Augmented Reality, Virtual Reality and Computer Graphics

### Message from the Guest Editor

The terms “virtual reality” (VR) and “augmented reality” (AR), as well as the recently coined “mixed reality” (MR), are collectively called “immersive experiences”. Coupled with the more conventional field of computer graphics, reflect the degree of digital content presented to users as they move from the real world towards a virtual world experience.

Originally, applications of immersive technologies were almost exclusively focused on entertainment and interactive gaming experiences. However, nowadays, research and industry are utilizing these technologies within education, health, manufacturing, telecommunications, human–machine interaction, and robotics, amongst others.

This Special Issue welcomes the submission of papers discussing key issues, new approaches, ideas, open problems, innovative applications, and trends in the following (non-exclusive) areas:

- Virtual/Augmented and mixed reality
- Computer graphics
- Human–computer interaction
- Rendering and textures
- Fluid simulation and control
- Meshes and topology
- Visual simulation and aesthetics
- Applications of VR/AR in medicine/cultural heritage/industry/education

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### Guest Editor

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### Deadline for manuscript submissions

closed (10 February 2022)



## Applied Sciences

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## About the Journal

### 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

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