

## Special Issue

# Virtual Reality (VR) and Augmented Reality (AR) in Computer Graphics

### Message from the Guest Editors

The convergence of Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR), and Extended Reality (XR) technologies is reshaping the landscape of computer graphics, user interaction, and digital media production. Rapid advancements in hardware, rendering techniques, and artificial intelligence (AI) integration have made immersive environments more accessible, realistic, and adaptive than ever before. These developments not only transform entertainment and gaming but also open new horizons in education, healthcare, design, industrial training, and cultural heritage. This Special Issue aims to garner innovative research and practical applications at the intersection of AR/VR/XR and computer graphics. We welcome contributions exploring new algorithms, frameworks, and tools that enhance immersion, interactivity, and realism, as well as studies addressing human–computer interaction, perceptual modeling, and intelligent systems for virtual environments.

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### Guest Editors

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### Deadline for manuscript submissions

20 July 2026



## Applied Sciences

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CiteScore 5.5



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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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