

Special Issue

Point Cloud-Based 3D Reconstruction and Visualization

Message from the Guest Editors

The rapid advancement of point cloud data processing technologies, coupled with the increasing availability of high-resolution 3D data, has significantly influenced various industries and research domains. These innovations have contributed to a paradigm shift in fields such as computer vision, robotics, and virtual reality, marking the beginning of a new era in 3D reconstruction and visualization. One of the key trends in this area is the development of robust methods for point cloud-based 3D reconstruction. Researchers are focusing on overcoming challenges such as noise reduction, data sparsity, and real-time processing to enhance the accuracy and efficiency of 3D reconstruction systems. Notably, the integration of point clouds from multiple sensors and viewpoints is being studied to produce highly detailed and accurate 3D models in various applications, from autonomous vehicles to urban mapping and medical imaging.

This Special Issue invites high-quality research papers that focus on point cloud-based 3D reconstruction and visualization.

Guest Editors

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Deadline for manuscript submissions

closed (15 June 2025)



Electronics

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CiteScore 6.1



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Electronics is a multidisciplinary journal designed to appeal to a diverse audience of research scientists, practitioners, and developers in academia and industry. The journal is devoted to fast publication of latest technological breakthroughs, cutting-edge developments, and timely reviews of current and emerging technologies related to the broad field of electronics. Experimental and theoretical results are published as regular peer-reviewed articles or as articles within Special Issues guest-edited by leading experts in selected topics of interest.

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