Special Issue

3D Scene Reconstruction, Generation and Understanding: Latest Advances and Prospects

Message from the Guest Editors

Areas to be covered in this Special Issue may include recent and novel research trends related, but not limited, to the following:

- Novel algorithms for 3D scene reconstruction from single-/multi-modal data (e.g., RGB images, LiDAR, depth maps).
- 3D reconstruction algorithms for the challenges in low-quality data, such as occlusions, dynamic scenes.
- Efficient methods for large-scale and real-time 3D scene reconstruction.
- Semantic-aware 3D reconstruction techniques integrating object detection/segmentation.
- Neural network-based 3D scene generation, including conditional (text, sketches, etc.) and unconditional generation.
- Procedural and hybrid approaches for generating complex 3D scenes.
- Deep learning models for 3D scene understanding, such as object recognition, pose estimation, and relationship reasoning.
- Context-aware 3D scene parsing and semantic segmentation.
- Cross-modal understanding of 3D scenes (e.g., aligning 3D scenes with text).
- Benchmarks and evaluation metrics for 3D scene reconstruction, generation, and understanding.
- Applications of 3D scene technologies in specific domains.

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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 guestedited by leading experts in selected topics of interest.

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