Special Issue

Computer Vision for Scene Understanding in Immersive Environments

Message from the Guest Editors

The Special Issue "Computer Vision for Scene Understanding in Immersive Environment" is Online! This Special Issue, "Computer Vision for Scene Understanding in Immersive Environments", invites high-quality original research and insightful survey papers from academics and industry experts. We are particularly interested in contributions exploring novel methods and applications in areas including, but not limited to, the following:

- Camera-based real-time 3D reconstruction, semantic mapping, and SLAM adaptable to environmental changes and user movement.
- Object detection, tracking, and pose estimation in dynamic scenes for AR/VR/MR interaction.
- Camera-based human pose estimation, activity/gaze analysis, and interaction modeling.
- Generative models for visual-guided scene creation, augmentation, and virtual–real interactions.
- New datasets, benchmarks, and evaluation methods for camera-driven immersive scene understanding.
- Applications of scene understanding in AR, VR, and MR (including spatial computing) across robotics, healthcare, education, entertainment, and autonomous systems, focusing on camera-based environmental perception and user interactions.

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Deadline for manuscript submissions

31 July 2026

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Message from the Editor-in-Chief

The concept of *Information* is to disseminate scientific results achieved via experiments and theoretical results in depth. It is very important to enable researchers and practitioners to learn new technology and findings that enable development in the applied field.

Information is an online open access journal of information science and technology, data, knowledge and communication. It publishes reviews, regular research papers and short communications. We invite high quality work, and our review and publication processing is very efficient.

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