Special Issue

Advances in Computer Graphics and Visual Computing

Message from the Guest Editor

This Special Issue explores advances in computer graphics and visual computing which have helped to reshape the future of visual technologies and have been used for innovative applications. This Special Issue highlights developments along the intersection of computer graphics, computer vision, and human–computer interaction.

Key topics include the following: (1) novel computer graphics (CG) techniques such as procedural content generation, neural rendering, novel animation techniques, immersive virtual and augmented reality experiences, advancements in GPU programming and parallel computing, and game technologies and serious games;   (2) novel computer vision (CV) techniques such as 3D reconstruction, object tracking, and object recognition;   and (3) HCI research related to CG and CV such as novel VR interfaces, the detection of user parameters such as emotion and cognitive load, and the customization and personalization of interfaces. Special attention is given to how visual computing is enhancing accessibility, user experience, and communication across different media.

Guest Editor

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MDPI

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Message from the Editor-in-Chief

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