

Special Issue

Visual Information Processing in Computer Game

Message from the Guest Editor

This Special Issue focuses on innovative research ideas, state-of-the-art algorithms, and applications in scientific and engineering aspects of entertainment and game computing. The topics of interest include, but are not limited to, the following: * Vision-based interface for gaming and entertainment systems; * Immersive game technology; * Augmented reality games; * Spherical video/image analysis; * Structure reconstruction from spherical video/image; * Mixed and augmented reality systems for entertainment and game; * Entertainment and game applications with spherical/omnidirectional camera; * Affective computing in games; * Game engines for image and video processing.

Guest Editor

Prof. Dr. Jong-Seung Park

Department of Computer Science and Engineering, Incheon National University, Incheon 22012, Republic of Korea

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Editorial Office
MDPI, Grosspeteranlage 5
4052 Basel, Switzerland
Tel: +41 61 683 77 34
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Prof. Dr. Willy Susilo

School of Computer Science and Software Engineering, University of Wollongong, Northfields Avenue, Wollongong, NSW 2522, Australia

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