Special Issue

Beyond Reality: Advancements in Computer Graphics for Immersive Metaverse Experiences

Message from the Guest Editor

The convergence of computer graphics (CG) and immersive technologies is redefining the future of human–computer interaction (HCI) through the rise of the metaverse—a persistent, shared digital space where people can interact with each other and with intelligent virtual agents in real time. As immersive experiences become more seamless, realistic, and personalized, there is a growing need for sophisticated CG methods that enable not just visual fidelity, but presence, agency, and multisensory engagement.

This Special Issue aims to explore recent advances in real-time rendering, procedural content generation, photorealistic avatars, XR interoperability, and multisensory feedback mechanisms that underpin immersive metaverse experiences. We invite researchers and practitioners to submit original research papers, surveys, and application studies that demonstrate how breakthroughs in computer graphics are enabling novel metaverse applications across domains such as gaming, digital twins, education, healthcare, entertainment, and collaborative workspaces.

Guest Editor

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Deadline for manuscript submissions

31 March 2026

Journal of Imaging

an Open Access Journal by MDPI

Impact Factor 3.3
CiteScore 6.7
Indexed in PubMed

mdpi.com/si/246980

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Message from the Editor-in-Chief

The imaging term, specific with journal, is to be considered in its broadest sense. Image processing, image understanding and computer vision are all terms related to imaging acquisition, its processing and the extraction of relevant information from the scene to obtain the underlying knowledge. All tasks related to the above items are oriented toward specific applications in a broad range of areas and topics. The *Journal of Imaging* is conceived as an efficient vehicle in the scientific community for the communication and transmission of the progress and research results in the topics covered.

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