Special Issue

Algorithms for Virtual and Augmented Environments

Message from the Guest Editors

Virtual and augmented reality is a topic that is gaining popularity in various fields thanks to recent major advances and the wide availability of hardware devices that are much cheaper and easier to use than before. Virtual reality has a long history as a training environment for delicate and potentially dangerous tasks, such as flying an airplane. However, the use of these technologies has evolved greatly nowadays. For example, considering the medical field, virtual environments can be exploited to train surgeons and augmented reality can be used to assist in delicate operations. The goal of this special issue is to promote research activities in the field of virtual and augmented reality, especially from an algorithmic point of view. The focus is on multidisciplinary work that demonstrates how this field can be of great benefit to many other disciplines.

- applications of virtual and augmented reality environments
- artificial intelligence algorithms for virtual and augmented reality
- computer vision algorithms for virtual and augmented reality scenarios
- interfaces for virtual and augmented reality
- sensors for virtual and augmented reality

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Deadline for manuscript submissions

closed (30 September 2024)

Algorithms

an Open Access Journal by MDPI

Impact Factor 1.8
CiteScore 4.1

mdpi.com/si/175209

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About the Journal

Message from the Editor-in-Chief

Algorithms are the very core of Computer Science. The whole area has been considered from quite different perspectives, having led to the development of many sub-communities: Complexity theory (limitations), approximation or parameterized algorithms (types of problems), geometric algorithms (subject area), metaheuristics, algorithm engineering, medical imaging (applications), indicates the range of perspectives. Our journal welcomes submissions written from any of these perspectives, so that it may become a forum for exchange of ideas between the corresponding scientific subcommunities.

Editor-in-Chief

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