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New Advances in Visual Computing and Virtual Reality, 2nd Edition

Guest Editors:

Dr. Hai Huang

School of Information and Communication Engineering, Beijing University of Posts and Telecommunications, Beijing 100876, China

Dr. Na Jiang

Information Engineering College, Capital Normal University, Beijing 100048, China

Dr. Yuehua Wang

Department of Computer Science and Information Systems, Texas A&M University, Commerce, TX 75428, USA

Deadline for manuscript submissions:

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Message from the Guest Editors

Dear Colleagues,

The aim of this Special Issue of *Electronics* is to seek high-quality submissions that highlight emerging applications and address recent breakthroughs in the broad area of visual computing and virtual reality, including virtual reality (VR), augmented reality (AR), mixed reality (MR), 3D interaction, visualization, computer graphics, computer vision, and deep learning. We invite researchers to contribute original and unique articles, as well as sophisticated review articles. Topics include, but are not limited to, the following areas:

- Visualization;
- VR/AR/MR computer graphics;
- 3D object reconstruction;
- 3D deep learning;
- Signal and image processing;
- Deep learning for computer vision;
- Image and video communication;
- Tracking and sensing;
- Human-computer interaction;
- 3D display techniques and display devices;
- Modeling, simulation, and animation;
- Emerging applications and systems, including techniques, performance, and implementation.











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Editor-in-Chief

Prof. Dr. Flavio Canavero

Department of Electronics and Telecommunications, Politecnico di Torino, 10129 Torino, Italy

Message from the Editor-in-Chief

Electronics is a multidisciplinary journal designed to appeal to a diverse audience of research scientists, practitioners, and developers in academia and industry. The journal is devoted to fast publication of latest technological breakthroughs, cutting-edge developments, and timely reviews of current and emerging technologies related to the broad field of electronics. Experimental and theoretical results are published as regular peer-reviewed articles or as articles within Special Issues guest-edited by leading experts in selected topics of interest.

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