



Visual Information Processing in Computer Game

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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.





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Message from the Editor-in-Chief

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