



Practical Computer-Generated Hologram for 3D Display

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Message from the Guest Editors

Dear Colleagues,

It has become easy to calculate computer-generated holograms that have over billions of pixels, because the performance of computers has improved year by year. This has made it more practical to use computer-generated holograms for 3D display. There is also much research—not only calculations, but also output devices for holographic video displays and holographic printers. This Special Issue covers advanced and practical research works on computer-generated holograms, ranging from calculation algorithms, hardware accelerations, video displays, printers, compressions, photo realistic image synthesizing, colorizing, and quality assessments. We invite researchers and investigators to contribute their original research or review articles to this Special Issue.

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Guest Editors





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Message from the Editor-in-Chief

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