X Reality Technologies, Systems and Applications

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Message from the Guest Editors

Dear Colleagues,

Technologies to connect physical and cyber environments have been discussed, examples of which include augmented reality (AR), virtual reality (VR), mixed reality (MR), and diminished reality (DR). X reality (XR) is a broader term to cover all of the research fields that manipulate reality. Owing to commercial IoT devices, smartphones and head-mounted displays, XR applications are utilized in navigation, medical, education, entertainment, manufacturing, etc. XR can be further enhanced with artificial intelligence (AI) and 5G technologies, moving toward next-generation technologies.

This Special Issue covers all aspects of X reality such as theories, applications, and user studies in computer vision, computer graphics, human–computer interaction. The Special Issue will focus on, but is not limited to the following topics:

- Sensing technologies for XR(AR/VR/MR)
- Rendering and visualization technologies for XR
- Machine learning for XR
- System architectures for XR
- Interaction and Interface in XR
- Perception in XR
- User experience in XR

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Guest Editors

Special Issue

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Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal *Applied Sciences* has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

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