



## 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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