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## Spatial Augmented Reality

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### Message from the Guest Editors

Dear Colleagues,

Spatial augmented reality (SAR) seamlessly merges the real and virtual worlds by superimposing computer-generated graphics onto real surfaces using projectors. Unlike other types of AR, such as video see-through and optical see-through, SAR provides AR experiences of wide field-of-views (FOVs) for multiple users without requiring them to wear and/or hold any devices. Due to these advantages, it has been applied in many application fields, such as medical operations, industrial design, education, collaboration, various art and entertainment applications (such as art installation, game, theme park, and theatre), and so on.

We encourage authors to submit original research articles, case studies, research, reviews, theoretical and critical perspective and viewpoint articles. Of particular interest are articles that explore new SAR techniques.

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*Guest Editors*



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**Special** Issue