



## Virtual Reality and Scientific Visualization, 2nd Edition

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submissions:

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### Message from the Guest Editors

Dear Colleagues,

In recent years, the availability of innovative, powerful, and low-cost immersive devices, accompanied by the availability of increasingly high-performing computers and smartphones, has generated a growing interest in virtual and augmented reality technologies.

Moreover, the availability of extremely high-performing development environments, such as Web3D, Blender, Unity, Unreal Engine, etc., allows the development of applications in a fast and very efficient way.

Scientific visualization represents a fundamental field of research for the understanding of properties often hidden in information and raw data. This sector has also benefited from the significant evolution that has been observed in both hardware and software technologies. This Special Issue aims to collect articles that can represent the state of the art in the development of virtual reality, augmented reality, and scientific visualization.





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## Message from the Editor-in-Chief

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