

CALL FOR PAPERS

Special Issue on Practical Virtual Reality Technologies and Applications

Final submissions due: 31 Jan. 2015 (extended)

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VR research received much attention in the '80s. It then became quiet for many years owing to the expensive hardware, including sensing, rendering, and display equipment. It has been receiving more attention since 2000 owing to the availability of inexpensive graphics cards and sensors, and the popularity of applications in such areas as gaming and virtual worlds. Recently, many augmented-reality applications have been developed, exploiting the popularity of mobile devices, which contain cameras and various sensors.

For this special issue, we solicit papers describing practical VR technologies or systems that have explicit applications. We're particularly interested in technologies and systems for use in the mobile environment. Topics of interests include, but aren't limited to,

- computer graphics techniques for VR,
- real-time rendering,
- real-time animation,
- mobile technologies for VR,
- gaming and real-time entertainment,
- interactive social worlds,
- augmented VR, and
- telepresence.

Submission Guidelines

Articles should be no more than eight magazine pages, where a page is 800 words and a quarter-page image counts as 200 words. Standard magazine format calls for 15 references, but if you feel you need to go over this number by a substantial amount, please contact the guest editors. Consider providing technical background in sidebars for nonexpert readers. Color images are preferable and should be limited to 10. Visit the *CG&A style* and length guidelines at www.computer.org/portal/web/peerreviewmagazines/cga. We encourage you to submit multimedia (videos, podcasts, and so on) to enhance your article. Visit *CG&A* supplemental guidelines at www.computer.org/portal/web/peerreviewmagazines/acgga#supplemental.

Submit your paper using the online manuscript submission service at <https://mc.manuscriptcentral.com/cs-ieee>. When uploading your paper, select the appropriate special-issue title under the category "Manuscript Type." Include complete contact information for all authors. If you have any questions about submitting your article, contact the peer review coordinator at cga-ma@computer.org.

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