

Special issue on

Research progress of algorithm in virtual reality (VR)

CALL FOR PAPERS

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SI Website: <http://ojs.acad-pub.com/si.php/index/detail?id=51>

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Papers are published upon acceptance, regardless of the Special Issue publication date.

In our journal *Virtual Reality Technology*, a special issue is calling for papers about algorithms in virtual reality.

Virtual Reality is a creation of modern technologies. In this special issue, we believe that the knowledge gained from studying VR application development algorithms may assist in the development of improved VR technology applications and decision-making in dealing with problems. To create a VR applications development algorithm, a developer must deal with some important tasks and issues such as:

A direction of the development: Two main areas of VR development are desktop and mobile. Which to choose depends on customers' requirements; **Software development:** The design for VR apps or games is supposed to be very immersive, non-linear narrative, non-nauseating movement, and graphical optimization. Developers must choose what VR engine to work on first; **Content development:** It contains graphical content and audio content. In the graphical part, professional designers' work is unreplaceable because graphical content is the center of every VR project. Audio content increases immersion to a new level. Sound sources relative to the position of the user should be placed in the direction of his or her eyesight; **The user interface:** At this stage, the introduction of UI and UX experience is important. The implementation of arbitrary decisions in terms of stereoscopic rendering can lead users to feel sick while using the app; **VR development process itself:** It starts with the creation of the prototypes, following analytics.

In this issue, we invite detailed cases involving the VR applications development algorithm. Other topics related to algorithms are also highly welcome. For more details, you can view them via the following link: <http://ojs.acad-pub.com/si.php/index/detail?id=51>