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Today's proliferating virtual reality (VR) technology is setting the stage for the next revolution in visual entertainment: *Real VR* will make it possible to experience live-action movies, sports broadcasts, music events, etc. via head-mounted displays (HMDs) with an unprecedented sense of being there. By being able to elicit intensive personal experiences, prospective *Real VR* applications range well beyond entertainment including virtual tourism, training, psychotherapy, and more.

For *Real VR* to become reality, various aspects of computer graphics, vision, video technology, and applied perception must come together and work in concert. This special issue addresses the interdisciplinary research challenges towards creating complete, perceptual immersion into recorded and/or remote live-action scenes. Topics of interest include, but are not limited to:

- Omnidirectional live action capture

- Dynamic, omnidirectional scene reconstruction, representation, coding, and transmission

- Advanced rendering methods for head-mounted displays

- Perceptual issues of immersive displays

- Visio-aural immersion

- HMD user capture, avatar generation, and animation

- Enhancing the social experience of HMD use

- Applications for live-action content in immersive displays

SUBMISSION GUIDELINES

See the Author Information page for how to submit a manuscript. Please submit your papers through the ScholarOne online system and be sure to select this special-issue name. Manuscripts should not be published or currently submitted for publication elsewhere. Please submit only full papers intended for review, not abstracts, to the ScholarOne portal. You also can find here the official CG&A call for papers.

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