

# Guest Editorial Foreword to the Special Issue of SVR 2017

The SVR (Symposium on Virtual and Augmented Reality) is the major VR/AR conference in Brazil, so that it works to give a good overview of research efforts in the country (which often includes works from abroad as well). This special issue of JIS brings together a selection of extended versions of the best evaluated works submitted to the 2017 edition of the conference.

We have 7 works in this special issue. The first work describes a modular framework for performance-based facial animation: a modular framework for testing algorithms used in performance-based facial animation. Then the following work is about a serious game for virtual rehabilitation, which included an evaluation with patients and physiotherapists. The third work is about an analytics framework for augmented reality applications, where they propose an analytics framework solution for augmented reality applications. The fourth work introduces Synesthesia: a Study on immersive features of electronic games, where they investigate specific features that bestow immersion to an electronic game. The next work is about an improved MPS method and its variations for simulating incompressible fluids on GPU. The sixth work analyses balance loss in VR interaction with HMDs, where they present a methodology and the necessary tools to quantify the influence of VR on the user's balance and assess risk of falls. Lastly, the seventh work compares seven methodologies for rigid alignment of point clouds with focus on frame-to-frame registration in depth sequences, where they present a comparison between seven algorithms, with different strategies to tackle rigid registration tasks, focusing on the frame-to-frame problem, with data extracted from a video sequence with depth information generating partial overlapping 3D data during VR interaction.

So, let us get to those papers right away.



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