Preface

This book contains the contributions to the Third International Conference on Augmented Reality, Virtual Reality and Computer Graphics (SALENTO AVR 2016) that has held in Otranto (Italy) during June 15-18, 2016. We cordially invite you to visit the SALENTO AVR website (http://www.salentoavr.it) where you can find all relevant information about this event.

SALENTO AVR 2016 intended to bring together researchers, scientists, and practitioners to discuss key issues, approaches, ideas, open problems, innovative applications, and trends on virtual and augmented reality, 3D visualization, and computer graphics in the areas of medicine, cultural heritage, arts, education, entertainment, and the industrial and military sectors.

We are very grateful to Patrick Bourdot, co-chair of the conference, as well as the Program Committee and local Organizing Committee members for their support and for reviewing and discussing the submitted papers in a timely and professional manner. We would like to sincerely thank the keynote and tutorial speakers who willingly accepted our invitation and shared their expertise through illuminating talks, helping us to fully meet the conference objectives.

In this edition of SALENTO AVR we were honored to have the following keynote speakers:

- Antonio Emmanuele Uva - Polytechnic Institute of Bari, Italy
- Leo Joskowicz - University of Jerusalem, Israel
- Matteo Dellepiane - ISTI-CNR, Pisa, Italy
- Stefano Baldassi - Meta Company, California, USA

We extend our thanks to the University of Salento and the Department of Engineering for Innovation for the enthusiastic acceptance to sponsor the conference and to provide support in the organization of the event.

SALENTO AVR attracted high-quality paper submissions from many countries. We would like to thank the authors of all accepted papers for submitting and presenting their works at the conference and all the conference attendees for making SALENTO AVR an excellent forum on virtual and augmented reality, facilitating the exchange of ideas, fostering new collaborations, and shaping the future of this exciting research field.

For greater readability of the two volumes, the papers are classified into five main parts that include contributions on: Virtual Reality, Augmented and Mixed Reality, Human–Computer Interaction, Applications of VR/AR in Medicine, and Applications of VR/AR in Cultural Heritage.

We hope the readers will find in these pages interesting material and fruitful ideas for their future work.

June 2016   Lucio Tommaso De Paolis
                                                   Antonio Mongelli