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Nota di contenuto	Research on the Application of 3D Visualization of Marine Environmental Data in Underwater Submersibles Route Planning -- Integral imaging tabletop 3D display system based on compound lens array -- High-quality Facial Expression Animation Synthesis System Based on Virtual Reality -- Performance Evaluation of 3D Light Field Display Based on Mental Rotation Tasks -- Large horizontal viewing-angle three-dimensional light field display based on liquid crystal barrier and time-division-multiplexing -- Extended-depth light field display based on controlling-light structure in cross arrangement -- Stereoscopic 3D depth perception analysis of H.264/AVC coded video -- AR Application Research Based on ORB-SLAM -- Virtual Reality App for ASD Child Early Training -- Convolutional Neural Networks for Face Illumination Transfer -- Modeling the Self-navigation Behavior of Patients with Alzheimer's Disease in Virtual Reality -- A Large-scale VR Panoramic Dataset of QR code and Improved Detecting Algorithm.
Sommario/riassunto	This book constitutes selected and revised papers from the First International Conference on VR/AR and 3D Displays, ICVRD 2020, held in Hangzhou, China, in December 2020. The 12 full papers presented were thoroughly reviewed and selected from 29 submissions. The papers present recent serearch on virtual reality, augmented reality, 3D displays and related topics, including but not limited to human-computer interaction, near-eye displays, naked eye 3D displays,

modeling, simulation, animation, and applications.