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## EDITORIAL

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Dear IJVR readers,

Virtual Reality and Augmented Reality have confirmed their amazing success during the 18th edition of Laval Virtual international gathering. Users and companies benefit now from a great choice of helmets, interfaces, software ... to transform their ideas into realities in every conceivable domain. "Yes we can" imagine new uses using these awesome technologies. Nevertheless, the game is not over, researchers have a lot of subjects to develop and these technologies open new fields of research.

Since 1999 Laval Virtual - [www.laval-virtual.org](http://www.laval-virtual.org) - present the very best in the world in the context of these innovative technologies. In 17 years we have rewarded international industries and researchers for their major innovations like Wiimote, Kinect, Oculus Rift, Leap motion, HTC Vive and multi-touch screens.

Included in this IJVR issue, an excerpt of what's best in 2016 in the field of real-time 3D. Indeed, we have selected the best papers of the 2016 International Congress VRIC Laval Virtual - Virtual Reality International Conference - to give you an overview of the advanced technology of virtual reality.

You will discover, thanks to the talented authors from all over the world:

- A glassless augmented display for public signage;
- A Virtual Reality simulation of a cell;
- An affordable Virtual Reality system for treatment of phantom limb pain;
- How to design adaptable Virtual Reality learning environments;
- DREAM - Decreasing REcurrent pain and Anxiety in Medical procedures on a pediatric population;
- A new dynamic muscle fatigue model to limit musculo-skeletal disorder;
- A questionnaire to measure the User eXperience (UX) in Immersive Virtual Environments.

I hope you'll enjoy reading and I look forward to meeting you in 2017 to extend the adventure.

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The papers you'll read in that IJVR special issue :

- *Glassless Augmented Display for Public Signage*
- *Eukaryo: Virtual Reality Simulation of a Cell*
- *A Virtual Reality System for Treatment of Phantom Limb Pain using Game Training and Motion Tracking*
- *A methodology for the design of pedagogically adaptable learning environments*
- *DREAM - Decreasing REcurrent pain and Anxiety in Medical procedures on a pediatric population*
- *Validation of a New Dynamic Muscle Fatigue Model and DMET Analysis*
- *Proposition and Validation of a Questionnaire to Measure the User Experience in Immersive Virtual Environments*