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| Autore | Kemeny Andras <1952-> |
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| Nota di bibliografia | Includes bibliographical references and index. |
| Nota di contenuto | Introduction -- Self-Motion Perception and Cyersickness -- Visualization and Motion Systems -- Reducing Cybersickness -- Applications -- Conclusion. |
| Sommario/riassunto | This book provides a concise overview of VR systems and their cybersickness effects, giving a description of possible reasons and existing solutions to reduce or avoid them. Moreover, the book explores the impact that understanding how efficiently our brains are producing a coherent and rich representation of the perceived outside world would have on helping VR technics to be more efficient and friendly to use. Getting Rid of Cybersickness will help readers to understand the underlying technics and social stakes involved, from engineering design to autonomous vehicle motion sickness to video games, with the hope of providing an insight of VR sickness induced by the emerging immersive technologies. This book will therefore be of interest to academics, researchers and designers within the field of VR, as well as industrial users of VR and driving simulators. |