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| 1. Record Nr.           | UNINA9910520056903321                                                                                                                                                                       |
| Autore                  | Grasnick Armin                                                                                                                                                                              |
| Titolo                  | Basics of virtual reality : from the discovery of perspective to VR glasses<br>// Armin Grasnick                                                                                            |
| Pubbl/distr/stampa      | Berlin, Germany : , : Springer, , [2021]<br>©2021                                                                                                                                           |
| ISBN                    | 9783662642016<br>9783662642009                                                                                                                                                              |
| Descrizione fisica      | 1 online resource (xvi, 409 pages) : illustrations (some color)                                                                                                                             |
| Collana                 | Gale eBooks                                                                                                                                                                                 |
| Disciplina              | 006.8                                                                                                                                                                                       |
| Soggetti                | Interactive multimedia<br>Multimedia systems<br>Computer vision<br>Computer graphics                                                                                                        |
| Lingua di pubblicazione | Inglese                                                                                                                                                                                     |
| Formato                 | Materiale a stampa                                                                                                                                                                          |
| Livello bibliografico   | Monografia                                                                                                                                                                                  |
| Nota di bibliografia    | Includes bibliographical references and index.                                                                                                                                              |
| Nota di contenuto       | 1. Introduction -- 2. Discovery of perspective -- 3. Images from light<br>-- 4. Virtual illusions : the generation of spatial images -- 5. Virtual<br>spaces -- 6. Concluding remarks.      |
| Sommario/riassunto      | This book describes the concepts, systems, and technologies used to<br>create virtual reality from its ancient beginnings to the present, and<br>provides a glimpse into a possible future. |