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Sommario/riassunto	Understanding Virtual Reality: Interface, Application, and Design, Second Edition arrives at a time when the technologies behind virtual reality have advanced dramatically. The book helps users take advantage of the ways they can identify and prepare for the applications of VR in their field. By approaching VR as a communications medium, the authors have created a resource that will remain relevant even as underlying technologies evolve. Included are a history of VR, systems currently in use, the application of VR, and the many issues that arise in application design and implementation, including hardware requirements, system integration, interaction techniques and usability. Features substantive, illuminating coverage designed for technical or business readers and the classroom Examines VR's constituent technologies, drawn from visualization, representation, graphics, human-computer interaction and other fields Provides (via a companion website) additional case studies, tutorials, instructional materials, and a link to an open-source VR programming system Includes updated perception material and new sections on game engines, optical tracking, VR visual interface software, and a new glossary with pictures (Description)