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Autore	Rubin Olis
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Sommario/riassunto

"The subject of computer modeling evolved from analog computing, which gained its majority in the mid twentieth century and was then superseded by digital simulation. In the next five years computer models will serve as the engine that simulates virtual reality within a user interface that exploits the products of the computer games industry. The future may include the increasing use of 3D displays with animation, and computer inputs that come from the user via 3D digital cameras"--