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Sommario/riassunto

This book, 'Virtual Reality Technology', authored by Grigore C. Burdea and Philippe Coiffet, provides a comprehensive overview of virtual reality systems and their components. The third edition explores the evolution of virtual reality from its early stages to contemporary developments, detailing input and output devices such as trackers, displays, and interfaces. It examines the human sensory systems involved in VR experiences, including vision, sound, haptics, and olfaction, and discusses the integration of these technologies in VR systems. The book also delves into the computing architectures necessary for VR, rendering pipelines, and benchmarks for assessing VR systems' performance. Aimed at professionals, researchers, and students in the field, it serves as a detailed guide to understanding the technical aspects and applications of virtual reality technology.