Record Nr. UNISA996465651603316 Autore Shumaker Randall Titolo Virtual reality: second International Conference, ICVR 2007, held as part of HCI International 2007, Beijing, China, July 22-27, 2007; proceedings / / Randall Shumaker Berlin; Heidelberg:,: Springer Verlag,, [2007] Pubbl/distr/stampa ©2007 **ISBN** 3-540-73335-3 Edizione [1st ed. 2007.] Descrizione fisica 1 online resource (XXII, 764 p.) Collana Lecture Notes in Computer Science; ; 4563 Altri autori (Persone) ShumakerRandall Disciplina 006.3 Soggetti Artificial intelligence Computer graphics - Computer programs Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Bibliographic Level Mode of Issuance: Monograph Nota di bibliografia Includes bibliographical references and index. Nota di contenuto 1: 3D Rendering and Visualization -- 2: Interacting and Navigating in Virtual and Augmented Environments -- 3: Industrial Applications of Virtual Reality -- 4: Health, Cultural, Educational and Entertainment Applications. The 12th International Conference on Human-Computer Interaction, Sommario/riassunto HCI International 2007, was held in Beijing, P.R. China, 22-27 July 2007, jointly with the Symposium on Human Interface (Japan) 2007, the 7th International Conference on Engineering Psychology and Cognitive Ergonomics, the 4th International Conference on Universal Access in Human-Computer Interaction, the 2nd International Conference on Virtual Reality, the 2nd International Conference on Usability and Internationalization, the 2nd International Conference on Online Communities and Social Computing, the 3rd International Conference on Augmented Cognition, and the 1st International Conference on Digital Human Modeling. A total of 3403 individuals from academia. research institutes, industry and governmental agencies from 76 countries submitted contributions, and 1681 papers, judged to be of high scientific quality, were included in the program. These papers address the latest research and development efforts and highlight the

human aspects of design and use of computing systems. The papers

accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. This volume, edited by Randall Shumaker, contains papers in the thematic area of Virtual Reality, addressing the following major topics: • 3D Rendering and Visualization • Interacting and Navigating in Virtual and Augmented Environments • Industrial Applications of Virtual Reality • Health, Cultural, Educational and Entertainment Applications.