1. Record Nr. UNISA996465742203316

Titolo	Virtual and Mixed Reality [[electronic resource]] : Third International Conference, VMR 2009, Held as Part of HCI International 2009, San Diego, CA USA, July, 19-24, 2009, Proceedings / / edited by Randall Shumaker
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2009
ISBN	3-642-02771-7
Edizione	[1st ed. 2009.]
Descrizione fisica	1 online resource (652 p.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 5622
Disciplina	006.8
Soggetti	Computer communication systems User interfaces (Computer systems) Computer engineering Computer graphics Artificial intelligence Special purpose computers Computer Communication Networks User Interfaces and Human Computer Interaction Computer Engineering Computer Graphics Artificial Intelligence Special Purpose and Application-Based Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Interaction and Navigation in Virtual and Mixed Environments -- Design, Development and Evaluation of VR Environments -- Haptics and Tactile Interaction in VR -- Vision in Virtual and Mixed Reality -- VR Applications.
Sommario/riassunto	This book constitutes the refereed proceedings of the Third International Conference on Virtual and Mixed Reality, VMR 2008, held in San Diego, Ca, USA, in July 2008 in the framework of the 13th

International Conference on Human-Computer Interaction, HCII 2009 with 10 other thematically similar conferences. The 71 revised papers presented were carefully reviewed and selected from numerous submissions. The papers accepted for presentation thoroughly cover the thematic area of Virtual and Mixed Reality, addressing the following major topics: interaction and navigation in virtual and mixed environments; design , development and evaluation of VR environments; haptics and tactile interaction in VR; and VR applications.