

## 3d User Interfaces Theory And Practice 2nd Edition Usability

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3D User Interfaces: Theory and Practice (Bowman et al., 2005) defines a 3D user interface as simply "a UI that involves 3D interaction." This simply delays the inevitable, as we now have to define 3D interaction.

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3D user interfaces are already essential to fields as diverse as visualization and video games, and are becoming even more important as personal computer and smartphone user interfaces incorporate increasingly powerful 3D technology. COMS W4172 provides

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3D UI output hardware for visual, auditory, and haptic/ tactile systems. Obtaining 3D position, orientation, and motion data for users in physical space. 3D object selection and manipulation. Navigation and wayfinding techniques for moving through virtual and physical spaces.

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This book is an overview of 3D human computer interaction, how to present controls and interfaces to the human user and how in turn people can poke, twist, push, and otherwise manipulate the elements within a 3D graphical system.

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