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This understanding, of course, builds on usability experience with 2D UIs. But it also involves new and unique challenges and opportunities. Discussing all relevant

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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. The book states that 3D interaction is "human-computer interaction in which the user's tasks are performed directly in a 3D spatial ...

3D interaction - Wikipedia

3D User Interfaces: Theory and Practice addresses the critical area of 3D user interface design - a field that seeks to answer detailed questions that make the difference between a 3D system that is usable and efficient and one that causes user frustration, errors, and even physical discomfort.

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Jérémy Lacoche , Thierry Duval , Bruno Arnaldi , Eric Maisel , Jérôme Royan, Plasticity for 3D user interfaces: new models for devices and interaction techniques, Proceedings of the 7th ACM SIGCHI Symposium on Engineering Interactive Computing Systems, June 23-26, 2015, Duisburg, Germany

3D User Interfaces: Theory and Practice 1, Doug Bowman ...

Chapter 10: Strategies in Designing and Developing 3D User Interfaces . The discussion of realism and magic in designing 3D UIs also directly relates to the aesthetics of the 3D environment. The traditional focus of interactive 3D computer graphics, strongly influenced by the film and simulation industries, was to strive for photorealistic rendering—attempting to explicitly reproduce physical ...

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Doug Bowman, et al. (2005). 3D User

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Bridging the dream of 3D graphics with the

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relevant aspects of interaction, enhanced by

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3D User Interfaces: Theory and Practice by Doug A. Bowman

User interfaces are the means for communication between users and systems. 3D interfaces include media for 3D representation of system state, and media for 3D user input or manipulation. Using 3D representations is not enough to create 3D interaction. The users must have a way of performing actions in 3D as well.

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