



Immersive Projection Technology and Virtual Environments 2001

By H.-J. Bullinger

Springer Mai 2001, 2001. Taschenbuch. Book Condition: Neu. 240x168x18 mm. This item is printed on demand - Print on Demand Titel. - 17 papers report on the latest scientific advances in the fields of immersive projection technology and virtual environments. The main topics included here are human computer interaction (user interfaces, interaction techniques), software developments (virtual environment applications, rendering techniques), and input/output devices. 304 pp. Englisch.



READ ONLINE [6.38 MB]

Reviews

These sorts of ebook is the greatest ebook readily available. Sure, it can be engage in, nonetheless an interesting and amazing literature. I realized this pdf from my dad and i encouraged this pdf to learn.

-- Nicolette Hodkiewicz

This kind of publication is every little thing and taught me to looking ahead of time and a lot more. It is packed with wisdom and knowledge Once you begin to read the book, it is extremely difficult to leave it before concluding.

-- Ida Herman