Virtual Environments and Advanced Interface Design

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This sweeping introduction to the science of virtual environment technology masterfully integrates research and practical applications culled from a range of disciplines, including psychology, engineering, and computer science. With contributions from the field's foremost researchers and theorists, the book focuses in particular on how virtual technology and interface design can better accommodate human cognitive, motor, and perceptual capabilities. Throughout, it brings the reader up-to-date with the latest design strategies and cutting-edge virtual environments, and points to promising avenues for future development. The book is divided into three parts. The first part introduces the reader to the subject by defining basic terms, identifying key components of the virtual environment, and reviewing the origins and elements of virtual environments. The second part focuses of current technologies used to present visual, auditory, tactile, and kinesthetic information. The book concludes with an in-depth analysis of how environments and human perception are integrated to create effective virtual systems. Comprehensive and splendidly written, *Virtual Environments and Advanced Interface Design* will be the "bible" on the subject for years to come. Students and researchers in computer science, psychology, and cognitive science will all want to have a copy on their shelves.

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