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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 ...

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

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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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3D user interaction - Wikipedia

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3D UI Book - Virginia Tech

In 3D user interaction (3DUI) the human interacts with a computer or other device with an aspect of three-dimensional space. This interaction is created thanks to the interfaces, which will be the intermediaries between human and machine. The 3D space used for interaction can be the real physical space, a virtual space representation simulated in the computer, or a combination of both.

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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

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