



## Immersive Projection Technology and Virtual Environments 2001

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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.

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