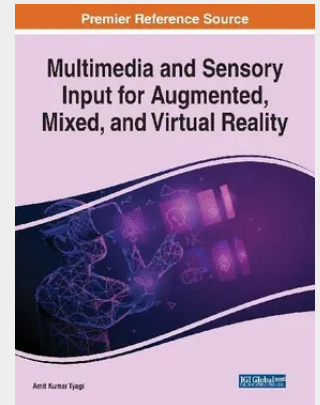


Multimedia and Sensory Input for Augmented, Mixed, and Virtual Reality

Augmented and virtual reality (AR and VR) offer exciting opportunities for human computer interaction (HCI), the enhancement of places, and new business cases. Though VR is most popular for video games, especially among younger generations, AR and VR can also be used in applications that include military, medical, navigational, tourism, marketing, and maintenance uses. Research in these technologies along with 3D user interfaces has gained momentum in recent years and has solidified it as a staple technology for the foreseeable future. Multimedia and Sensory Input for Augmented, Mixed, and Virtual Reality includes a collection of business case studies covering a variety of topics related to AR, VR, and mixed reality (MR) including their use in possible applications. This book also touches on the diverse uses of AR and VR in many industries and discusses their importance, challenges, and opportunities. While discussing the use these technologies in sectors such as education, healthcare, and computer science, this book is ideal for computer scientists, engineers, practitioners, stakeholders, researchers, academicians, and students who are interested in the latest research on augmented, mixed, and virtual reality.

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254,50 €

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Lieferfrist: bis zu 10 Tage

Artikelnummer: 9781799847038

Medium: Buch

ISBN: 978-1-7998-4703-8

Verlag: Engineering Science
Reference

Erscheinungstermin: 07.12.2020

Sprache(n): Englisch

Auflage: Erscheinungsjahr 2020

Produktform: Gebunden

Gewicht: 1117 g

Seiten: 325

Format (B x H): 221 x 286 mm

