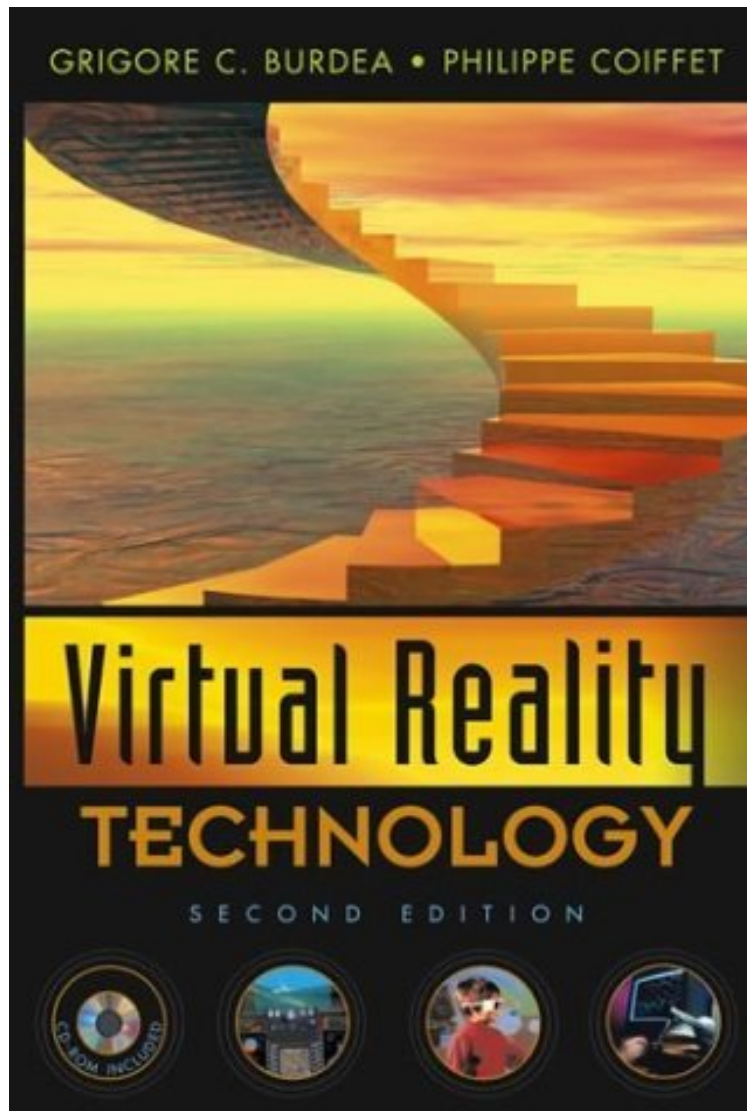


Virtual Reality Technology

Von Grigore C. Burdea, Philippe Coiffet
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Von Grigore C. Burdea, Philippe Coiffet : Virtual Reality Technology before purchasing it in order to gage whether or not it would be worth my time, and all praised Virtual Reality Technology:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Burdea and Coiffet DID IT AGAIN!Von Ein KundeDr. Max North, Pioneer of Virtual Reality TherapyI am honored to review Virtual Reality Technology, Second Edition by Dr. Grigore Burdea and Dr. Philippe Coiffet.I was so impressed with both editions of this textbook that I adopted it for courses Ive taught at several universities. Since introducing the text to my students, Ive received positive comments and feedback. I have also used the authors techniques in my research.

Their work has helped lay the pioneering groundwork for much of the research being done to advance the field of Virtual Reality Therapy. Because of my personal commitment to the field of Virtual Reality Therapy, I think it is fitting to acknowledge that one of the simplest and most powerful working definitions of virtual reality is offered by the authors in the second edition of their book, gives the three "I"s of virtual reality. The three "Is make a triangle of Immersion, Interaction, and Imagination. Most virtual reality researchers and enthusiasts are familiar with the first two "I"s, essentials to a virtual reality system. The introduction of the third I by Burdea and Coiffet makes their interpretation and philosophy of virtual reality unique and innovative. This insight is inspiring and is complemented by empirical data that supports the belief that imagination (or what the user brings to the environment), compared to immersion and interaction, is the most important feature of any virtual reality system. This brilliant view is a tremendous contribution to our field. Although the first edition was written as a research review rather than a textbook, the second edition has tremendously enhanced the field. It has developed into a textbook as well as a major resource reference for researchers and practitioners. Such a textbook is valuable in structuring and integrating virtual reality technology. A textbook of this caliber is welcomed asset for researchers, universities and others in the field. My specific comments are as follows:---The organization of this edition is well done, logically organized and presented with clarity.---In general, this edition seems to cover most of the important topics in the field.---An impressive manual for the VRML/Java 3D Lab in helping organize the very necessary VR Teaching Laboratories as companions to teaching a VR class.---The authors writing style cleverly accommodates undergraduate readers and researchers from other fields.---The materials in this edition are technically valuable and up-to-date.---The authors provide additional, appropriate diagrams and photographs, which allows a wider range of readers to grasp the concepts presented.---This new edition allows many students, researchers and others the opportunity to acquire state-of-the-art knowledge about virtual reality technology not provided in other books.

Kurzbeschreibung A groundbreaking Virtual Reality textbook is now even better Virtual reality is a very powerful and compelling computer application by which humans can interface and interact with computer-generated environments in a way that mimics real life and engages all the senses. Although its most widely known application is in the entertainment industry, the real promise of virtual reality lies in such fields as medicine, engineering, oil exploration and the military, to name just a few. Through virtual reality scientists can triple the rate of oil discovery, pilots can dogfight numerically-superior "bandits," and surgeons can improve their skills on virtual (rather than real) patients. This Second Edition of the first comprehensive technical book on the subject of virtual reality provides updated and expanded coverage of the technology where it originated, how it has evolved, and where it is going. The authors cover all of the latest innovations and applications that are making virtual reality more important than ever before, including: Coverage on input and output interfaces including touch and force feedback Computing architecture (with emphasis on the rendering pipeline and task distribution) Object modeling (including physical and behavioral aspects) Programming for virtual reality An in-depth look at human factors issues, user performance, and sensorial conflict aspects of VR Traditional and emerging VR applications The new edition of Virtual Reality Technology is specifically designed for use as a textbook. Thus it includes definitions, review questions, and a Laboratory Manual with homework and programming assignments. The accompanying CD-ROM also contains video clips that reinforce the topics covered in the textbook. The Second Edition will serve as a state-of-the-art resource for both graduate and undergraduate students in engineering, computer science, and other disciplines. GRIGORE C. BURDEA is a professor at Rutgers-the State University of New Jersey, and author of the book Force and Touch Feedback for Virtual Reality, also published by Wiley. PHILIPPE COIFFET is a Director of Research at CNRS (French National Scientific Research Center) and Member of the National Academy of Technologies of France. He authored 20 books on Robotics and VR translated into several languages. An Instructor's Manual presenting detailed solutions to all the problems in the book is available from the author's website.

<http://www.caip.rutgers.edu/vrtechnology/Pressestimmen>"...provides an excellent overview of the field...a fine textbook.... I would recommend highly." (Real Time Graphics, August 2003)"...this second edition was well overdue, but it has to be said that it has been worth the wait...a must-have book." (Assembly Automation, Vol 24(1), 2004)"...provides an excellent overview of the field...a fine textbook.... I would recommend highly." (Real Time Graphics, August 2003) Kurzbeschreibung A groundbreaking Virtual Reality textbook is now even better Virtual reality is a very powerful and compelling computer application by which humans can interface and interact with computer-generated environments in a way that mimics real life and engages all the senses. Although its most widely known application is in the entertainment industry, the real promise of virtual reality lies in such fields as medicine, engineering, oil exploration and the military, to name just a few. Through virtual reality scientists can triple the rate of oil discovery, pilots can dogfight numerically-superior "bandits," and surgeons can improve their skills on virtual (rather than real) patients. This Second Edition of the first comprehensive technical book on the subject of virtual reality provides updated and expanded coverage of the technology where it originated, how it has evolved, and where it

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