



## 3D User Interfaces: Theory and Practice

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By Doug A. Bowman, Ernst Kruijff, Joseph J. Laviola

Pearson Education (US), United States, 2014. Paperback. Book Condition: New. 230 x 178 mm. Language: English . Brand New Book. Here s what three pioneers in computer graphics and human-computer interaction have to say about this book: What a tour de force-everything one would want-comprehensive, encyclopedic, and authoritative. -Jim Foley At last, a book on this important, emerging area. It will be an indispensable reference for the practitioner, researcher, and student interested in 3D user interfaces. -Andy van Dam Finally, the book we need to bridge the dream of 3D graphics with the user-centered reality of interface design. A thoughtful and practical guide for researchers and product developers. Thorough review, great examples. -Ben Shneiderman As 3D technology becomes available for a wide range of applications, its successful deployment will require well-designed user interfaces (UIs). Specifically, software and hardware developers will need to understand the interaction principles and techniques peculiar to a 3D environment. This understanding, of course, builds on usability experience with 2D UIs. But it also involves new and unique challenges and opportunities. Discussing all relevant aspects of interaction, enhanced by instructive examples and guidelines, 3D User Interfaces comprises a single source for the latest theory and practice of...



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