

# Cases on Immersive Virtual Reality Techniques

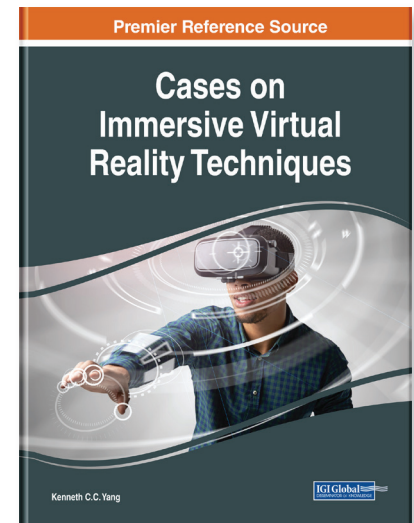
Part of the Advances in Multimedia and Interactive Technologies Book Series

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## Description:

As virtual reality approaches mainstream consumer use, new research and innovations in the field have impacted how we view and can use this technology across a wide range of industries. Advancements in this technology have led to recent breakthroughs in sound, perception, and visual processing that take virtual reality to new dimensions. As such, research is needed to support the adoption of these new methods and applications.

**Cases on Immersive Virtual Reality Techniques** is an essential reference source that discusses new applications of virtual reality and how they can be integrated with immersive techniques and computer resources. Featuring research on topics such as 3D modeling, cognitive load, and motion cueing, this book is ideally designed for educators, academicians, researchers, and students seeking coverage on the applications of collaborative virtual environments.



**ISBN:** 9781522559122

**Release Date:** April, 2019

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**Pages:** 310

## Topics Covered:

- 3D Modeling
- Cognitive Load
- Interaction Systems
- Learning Support
- Motion Cueing
- Multiplatform Movements
- Split Attention
- Technology Integration
- Virtual Environments
- Virtual World

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