

A practical guide to developing 3D user interfaces



3D USER INTERFACES

with **JAVA 3D**

Jon Sanfilippo

 no starch press

3d User Interfaces With Java 3d

**Doug Bowman, Ernst Kruijff, Joseph J.
LaViola Jr., Ivan P. Poupyrev**



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3D User Interfaces with Java 3D Jon Barrilleaux, 2001 3D User Interfaces with Java 3D is a practical guide for providing next generation applications with 3D user interfaces for manipulation of in scene objects Emphasis is on standalone and web based business applications such as for online sales and mass customization but much of what this book offers has broad applicability to 3D user interfaces in other pursuits such as scientific visualization and gaming

3D User Interfaces Doug Bowman, Ernst Kruijff, Joseph J. LaViola Jr., Ivan P. Poupyrev, 2004-07-26 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 3D UIs Many people already have seen 3D UIs in computer aided design radiation therapy surgical simulation data visualization and virtual reality entertainment The next generation of computer games mobile devices and desktop applications also will feature 3D interaction The authors of this book each at the forefront of research and development in the young and dynamic field of 3D UIs show how to produce usable 3D applications that deliver on their enormous promise Coverage includes The psychology and human factors of various 3D interaction tasks Different approaches for evaluating 3D UIs Results from empirical studies of 3D interaction techniques Principles for choosing appropriate input and output devices for 3D systems Details and tips on implementing common 3D interaction techniques Guidelines for selecting the most effective interaction techniques for common 3D tasks Case studies of 3D UIs in real world applications To help you keep pace with this fast evolving field the book s Web site www.3dui.org will offer information and links to the latest 3D UI research and applications

Computer-Aided Design of User Interfaces V Gaëlle Calvary, Costin Pribeanu, Giuseppe Santucci, Jean Vanderdonckt, 2007-10-05 This book gathers the latest experience of experts research teams and leading organizations involved in computer aided design of user interfaces of interactive applications This area investigates how it is desirable and possible to support to facilitate and to speed up the development life cycle of any interactive system In particular it stresses how the design activity could be better understood for different types of advanced interactive systems

Java 3D Programming Daniel Selman, 2002 Java 3D Programming

steps programmers through the important design and implementation phases of developing a successful Java 3D application. The book provides invaluable guidance on whether to use Java 3D user interface design, geometry creation, scene manipulation, and final optimizations. The book does not attempt to exhaustively cover the API or replicate the official documentation but rather serves as a roadmap to alert programmers of design issues and potential pitfalls. The author distills 12 months of using the Java 3D API for commercial projects as well as innumerable discussions on the Java 3D email list into a book that all Java 3D developers will appreciate. Experienced Java 3D developers will applaud an authoritative resource containing the state of the art in techniques and workarounds, while novice Java 3D programmers will gain a fast track into Java 3D development, avoiding the confusion, frustration, and time wasted learning Java 3D techniques and terminology. *Java 3D Programming* comes complete with a comprehensive set of programming examples to illustrate the techniques, features, workarounds, and bug fixes contained in the main text. Readers of this book would include students and postgraduate researchers developing visualization applications for academia, moderately experienced in Java, some experience of 3D graphics, little or no experience of Java 3D is needed. R D s w engineers at commercial institutions. Experienced Java developers experienced with OpenGL or VRML, little or no experience with Java 3D.

3D User Interfaces Joseph J. LaViola Jr., Ernst Kruijff, Ryan P. McMahan, Doug Bowman, Ivan P. Poupyrev, 2017-04-07. The Complete Up To Date Guide to Building Great 3D User Interfaces for Any Application. 3D interaction is suddenly everywhere. But simply using 3D input or displays isn't enough. 3D interfaces must be carefully designed for optimal user experience. *3D User Interfaces: Theory and Practice*, Second Edition, is today's most comprehensive primary reference to building state of the art 3D user interfaces and interactions. Five pioneering researchers and practitioners cover the full spectrum of emerging applications, techniques, and best practices. The authors combine theoretical foundations, analysis of leading devices, and empirically validated design guidelines. This edition adds two new chapters on human factors and general human computer interaction, indispensable foundational knowledge for building any 3D user interface. It also demonstrates advanced concepts at work through two running case studies: a first person VR game and a mobile augmented reality application. Coverage includes 3D user interfaces, evolution, elements, and roadmaps. Key applications: virtual and augmented reality, VR, AR, mobile, wearable devices. What 3D UI designers should know about human sensory systems and cognition, ergonomics. How proven human computer interaction techniques apply to 3D UIs. 3D UI output hardware for visual, auditory, and haptic/tactile systems. Obtaining 3D position, orientation, and motion data for users in physical space. 3D object selection and manipulation. Navigation and wayfinding techniques for moving through virtual and physical spaces. Changing application state with system control techniques, issuing commands, and enabling other forms of user input. Strategies for choosing, developing, and evaluating 3D user interfaces. Utilizing 2D magic, natural, multimodal, and two-handed interaction. The future of 3D user interfaces, open research problems, and emerging technologies.

Introduction to Computer Graphics Frank Klawonn, 2008-02-07. This book

provides an introduction to the most important basic concepts of computer graphics It couples the technical background and theory immediately with practical examples and applications The reader can follow up the theory and then literally see the theory at work in numerous example programs With only elementary knowledge of the programming language Java the reader will be able to create his or her own images and animations immediately using Java 2D and Java 3D A website for this book includes programs with source code exercises with solutions and slides as teaching material **Interactive Systems.**

Design, Specification, and Verification Joaquim Jorge,Nuno Jardim Nunes,Joao Falcao e Cunha,2003-12-15 This book constitutes the thoroughly refereed post proceedings of the 10th International Workshop on Design Specification and Verification of Interactive Systems DSV IS 2003 held in Funchal Madeira Island Portugal in June 2003 The 26 revised full papers and 5 revised short papers presented together with an invited paper have passed through two rounds of reviewing selection and improvement The papers are organized in topical sections on test and evaluation Web and groupware tools and technologies task modeling model based design mobile and multiple devices UML and specification languages ,

Foundations of 3D Graphics Programming Jim X. Chen,Chunyang Chen,2008-12-10 OpenGL which has been bound in C is a seasoned graphics library for scientists and engineers As we know Java is a rapidly growing language becoming the de facto standard of Computer Science learning and application development platform as many undergraduate computer science programs are adopting Java in place of C C Released by Sun Microsystems in June 2003 the recent OpenGL binding with Java JOGL provides students scientists and engineers a new venue of graphics learning research and applications Overview This book aims to be a shortcut to graphics theory and programming in JOGL Specifically it covers OpenGL programming in Java using JOGL along with concise computer graphics theories It covers all graphics basics and several advanced topics without including some implementation details that are not necessary in graphics applications It also covers some basic concepts in Java programming for C C programmers It is designed as a textbook for students who know programming basics already It is an excellent shortcut to learn 3D graphics for scientists and engineers who understand Java programming It is also a good reference for C C graphics vi Preface programmers to learn Java and JOGL This book is a companion to Guide to Graphics Software Tools Springer Verlag New York ISBN 0 387 95049 4 which covers a smaller graphics area with similar examples in C but has a comprehensive list of graphics software tools Organization and Features This book concisely introduces graphics theory and programming in Java with JOGL **Human-Computer Interaction -- INTERACT 2011** Pedro Campos,Nicholas Graham,Joaquim Jorge,Nuno Nunes,Philippe Palanque,Marco Winckler,2011-08-30 The four volume set LNCS 6946 6949 constitutes the refereed proceedings of the 13th IFIP TC13 International Conference on Human Computer Interaction INTERACT 2011 held in Lisbon Portugal in September 2011 The 46 papers included in the third volume are organized in topical sections on novel user interfaces and interaction techniques paper 2 0 recommender systems social media and privacy social networks sound and smell touch interfaces tabletops ubiquitous and context aware

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