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Arguably, when we go from a 2D to a 3D UI, the entire 'world' becomes the interface. For 3D UIs, Bowman et al. (2004) suggest that in VR, user interaction should be controlled using devices with...

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User interfaces are the means for communication between users and systems. 3D interfaces include media for 3D representation of system state, and media for 3D user input or manipulation. Using 3D representations is not enough to create 3D interaction. The users must have a way of performing actions in 3D as well.

3D user interaction - Wikipedia

3D User Interfaces: Theory and Practice (Bowman et al., 2005) defines a 3D user

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interface as simply "a UI that involves 3D interaction." This simply delays the inevitable, as we now have to define 3D interaction.

3D User Interfaces | The Encyclopedia of Human-Computer ...

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3D user interfaces are already essential to fields as diverse as visualization and video games, and are becoming even more important as personal computer and smartphone user interfaces incorporate increasingly powerful 3D technology. COMS W4172 provides

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3D user interfaces : theory and practice (Book, 2017 ...

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3D object selection and manipulation.
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This book is an overview of 3D human
computer interaction, how to present
controls and interfaces to the human
user and how in turn people can poke,
twist, push, and otherwise manipulate
the elements within a 3D graphical
system.

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