

- The goal is to stimulate all perception channels in such a way that the user feels completely immersed in the virtual environment and accepts it as real.
- today's capability of hardware is very limited and thus a very tight adaptation of the hardware to the way of human perception is needed in order to reach the desired effect.
- visual, accoustic thermal, haptic and olfactory perception(80% of the overall information is perceived via the visual channel)
 - Perception: Sensous physiology: the perception of stimuli, performed by sensory cells or by sensory organs.
 - Psychology: Collective name for all processes or structures that are involved in the cognition process.

1.1 The Human Eye

1.1.1 Viewing Angle

1.1.2 Temporal Resolution

1.1.3 Accommodation and Convergence

1.1.4 B/W Perception, Color Perception

1.1.5 Three-dimensional Viewing

Spatial Viewing Size of the Image on the Retina Resoulution of the Perceived Image Overlap

Chapter 2: HIV and AIDS