

- 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 : Process of sensuous perception of an object without any conscious identification of the perceived object.
 - Psychology
 - * 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. e.g. imagination, estimation, mnemory, remembrance, learning. etc

1.1 The Human Eye

Viewing Angle

1.1.1 Temporal Resolution

1.1.2 Accommodation and Convergence

1.1.3 B/W Perception, Color Perception

1.1.4 Three-dimensional Viewing

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

Chapter 2: HIV and AIDS